A NEWSFIELD PUBLICATION
No. 52 AUGUST 1989
£1.25

ZZAP! C64 AMIGA



BATMAN!
THE FILM, THE COMICS, THE GAME
MOVIE POSTER INSIDE!

ASTAROTH
HEWSON'S ANGEL OF DEATH

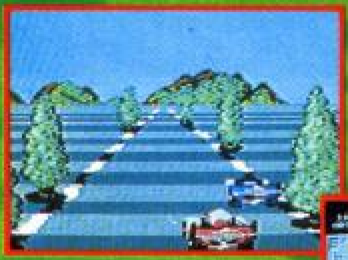
CITADEL
THE GAME OF THE DIARY ARRIVES

XYBOTS
TENGEN'S TECHNO TERROR

PLAYFUL

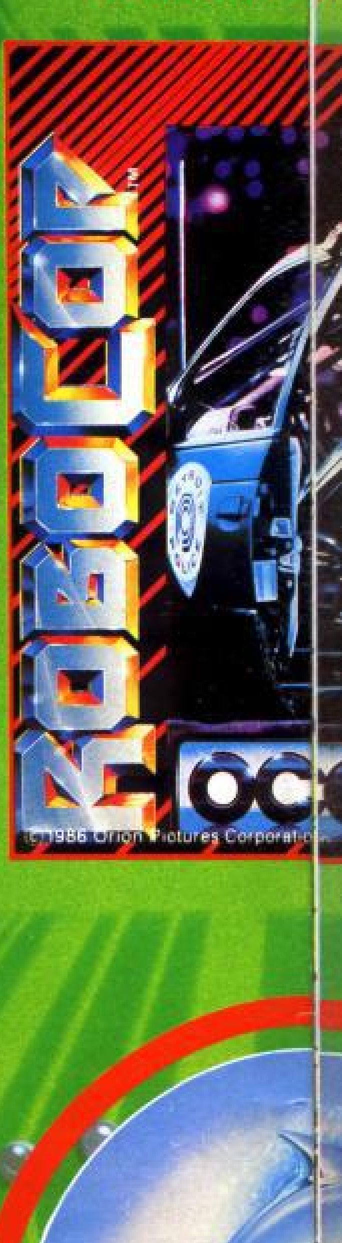


WEC LE MANS
"Wec Le Mans has many things going for it… I reckon it will be the definitive racing conversion for 8-bit machines."
Wec Le Mans is not a game – it is the ultimate driving experience.



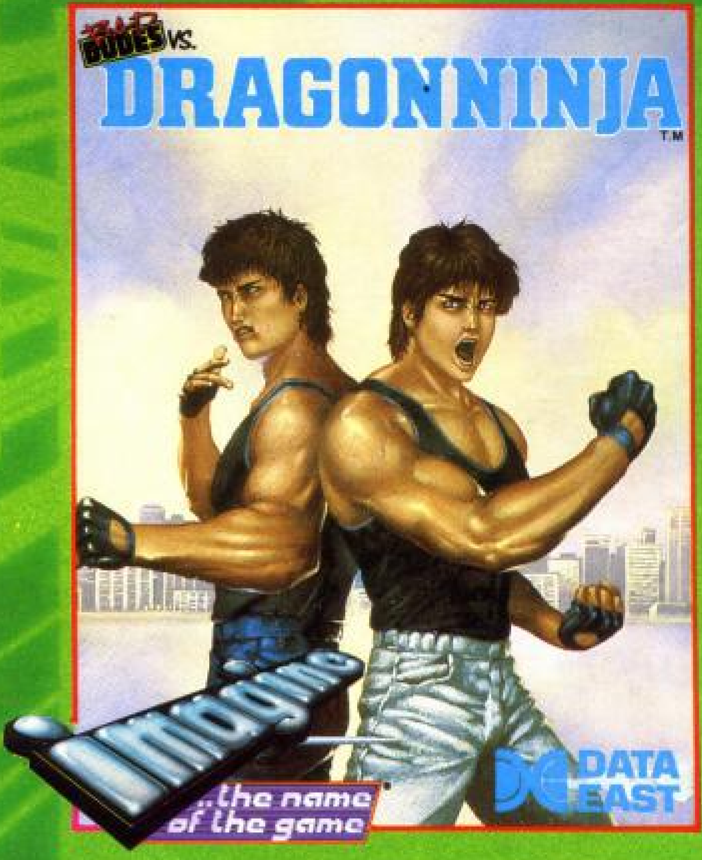


ROBOC
"This is definitely
tie-in to date, and
superb game in it
don't mis
C+VG GAME OF T
COMPUTER + VI



BAD DUDES VS DRAGON NINJA
"A sure winner with the official conversion to the home computer."
COMPUTER GAMESWEEK
"A very enjoyable and addictive game… The best conversion I have seen on the Amstrad."
AMSTRAD ACTION
"There is more than enough action in this one to keep you coming back for more."
ACE





BATMAN
OPERATION WOLF
ATARI ST 19·95 AMIGA 24·95

ROBOCOP
DRAGONNINJA
ATARI ST 19·99 AMIGA 24·99

OCE

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS

INTELLIGENCE

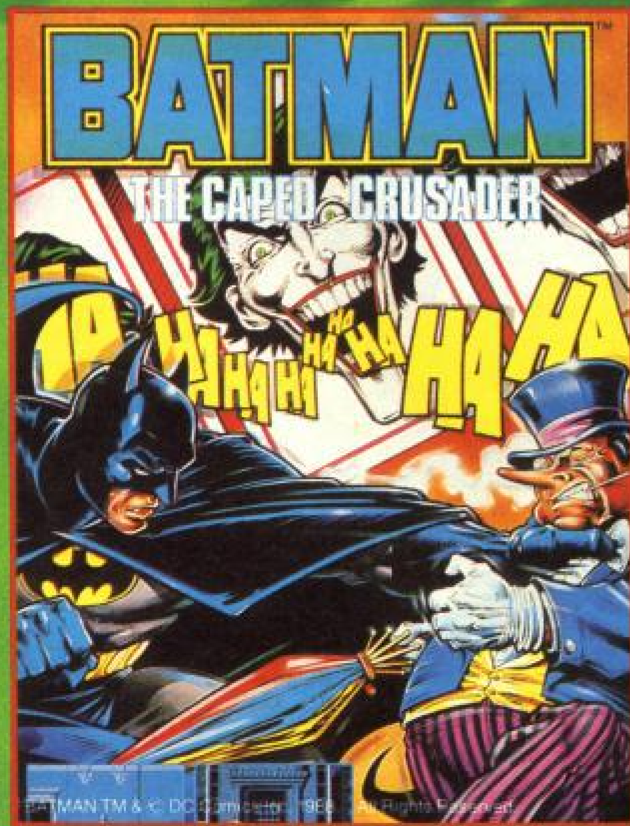
COP
y the best film
nd is an utterly
its own right-
ss it."
F THE MONTH
VIDEO GAMES

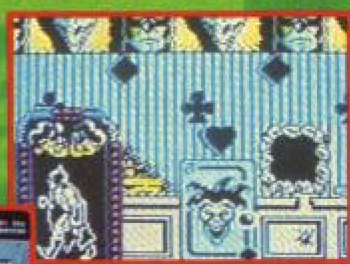


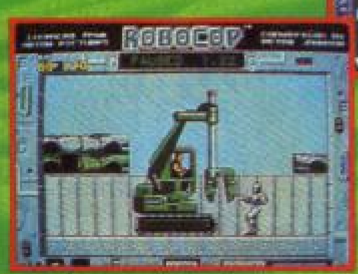
BATMAN
"Incredible presentation... Just the right way to capture the comic book feel."
ZZAP SIZZLER ZZAP 64

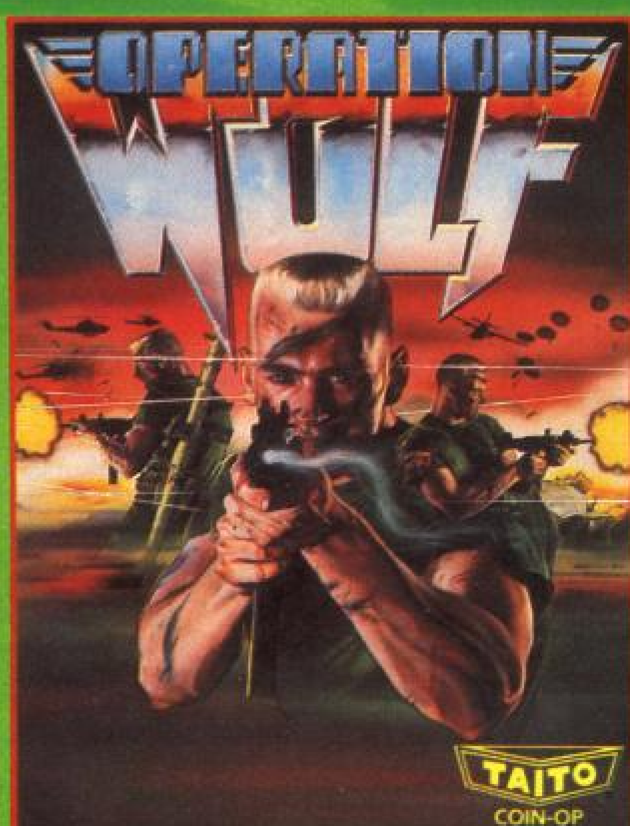
"Batman The Caped Crusader will suit riddlers of all ages."
ACU STAR GAME AMSTRAD COMPUTER USER

"Ocean have made a fantastic job on Batman and being in two parts you get excellent value for money. Brilliant!"
A CRASH SMASH CRASH





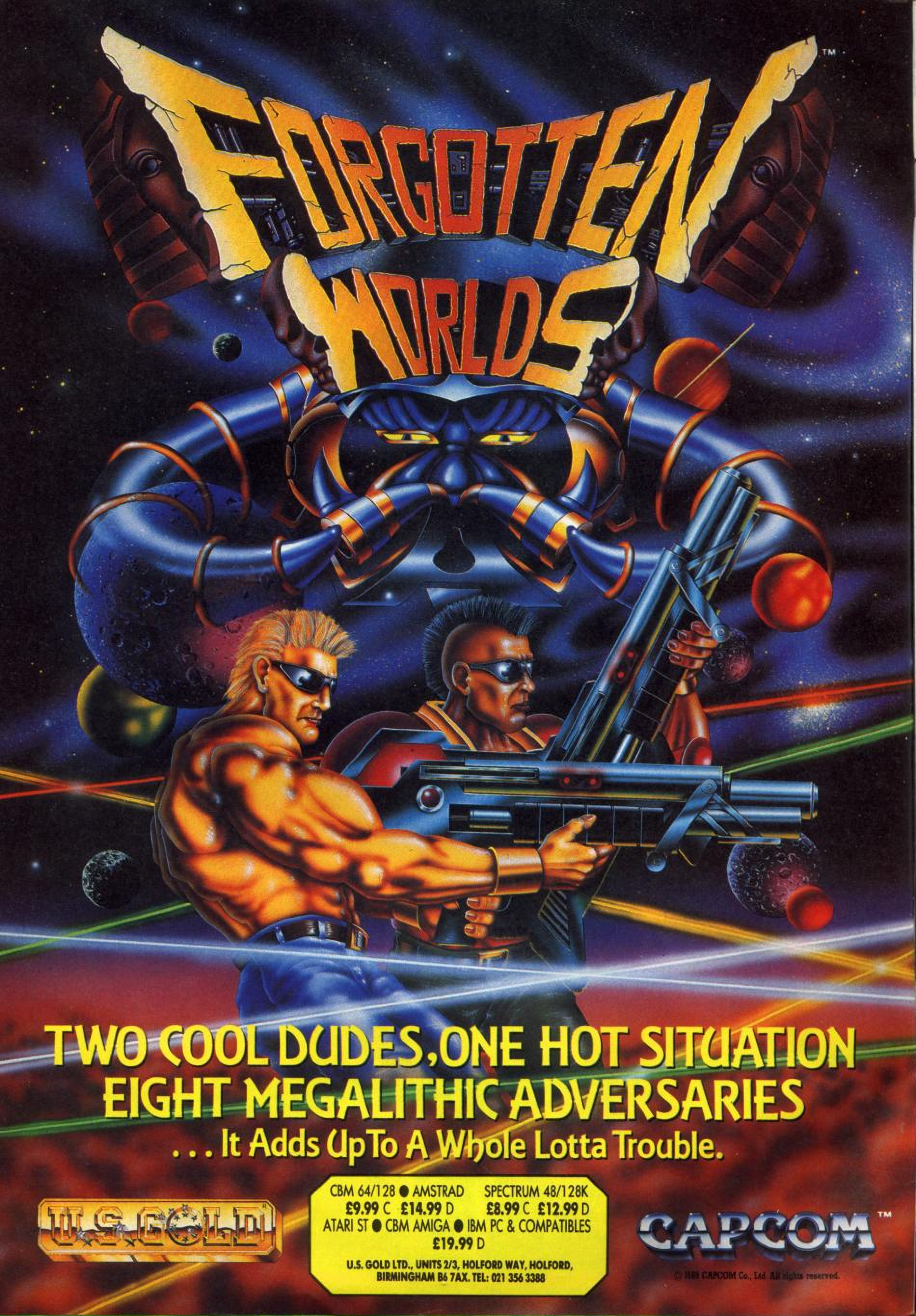




OPERATION WOLF
Voted "Game of the year." The world's No. 1 arcade game. "Super-smooth scrolling and excellent graphics... Without doubt this is a first class shoot em up."
A CRASH SMASH CRASH

"Definitely the coin-op of the year... Buy Operation Wolf it's a brilliant conversion."
C+VG GAME OF THE MONTH COMPUTER + VIDEO GAMES




FORGOTTEN WORLDS™
TWO COOL DUDES, ONE HOT SITUATION
EIGHT MEGALITHIC ADVERSARIES
. . . It Adds Up To A Whole Lotta Trouble.
U.S. GOLD
CBM 64/128 ● AMSTRAD
£9.99 C £14.99 D
SPECTRUM 48/128K
£8.99 C £12.99 D
ATARI ST ● CBM AMIGA ● IBM PC & COMPATIBLES
£19.99 D
U.S. GOLD LTD., UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX. TEL: 021 356 3388
CAPCOM™
CAPCOM Co., Ltd. All rights reserved.

ISSUE 52 AUGUST 1989

CONTENTS

ROBIN REGULARS

TWO-FACE FEATURES

CATWOMAN COMPS

GOTHAM GAMES



GAMES REVIEWED

EDITORIAL ***47 Gravel Hill, Ludlow, Shropshire SY8 1QS*** ☎ **0584 5851/2/3 Editor:** Stuart Wynne **Sub-Editor:** Phil King **Staff Writers:** Robin Hogg, Lloyd Mangram, Paul Rand **Editorial Assistants:** Viv Vickress, Caroline Blake **Contributing Writers:** Brian M. Clarke, Warren Lapworth, Martin Walker **Photography:** Cameron Pound, Michael Parkinson **PRODUCTION** ***1/2 King Street, Ludlow, Shropshire SY8 1AQ*** ☎ **0584 5851/2/3 Production Manager:** Jonathan Rignall **Designer and Illustrator:** Mark Kendrick **Assistant Designer:** Melvyn 'The Mel' Fisher **Reprographics/Film Planning:** Matthew Uffindell, Robert Millichamp, Robb 'The Rev' Hamilton, Tim Morris, Jenny Reddard **Publisher:** Geoff Grimes **Editorial Director:** Roger Kean **Advertisement Director:** Roger Bennett **Advertisement Manager:** Neil Dyson **Advertisement Sales Executives:** Sarah Chapman, Lee Watkins, Wyn Morgan **Assistant:** Jackie Morris ☎0584 4603 **0584 5852 MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS** ***PO Box 10, Ludlow, Shropshire, SY8 1DB*** **Typeset by the Tortoise Shell Press,** *Ludlow.* Colour origination by **Scan Studios,** *Islington Green, London N1.* Printed in England by **Carlisle Web Offset,** *Newtown Trading Estate, Carlisle, Cumbria CA2 7NR* – a member of the BPCC Group. Distribution by **COMAG,** *Tavistock Road, West Drayton, Middlesex.*

COMPETITION RULES **The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of ZZAP!. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Vivien Vickress or Caroline Blake a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions – and that includes fish.**

ABC

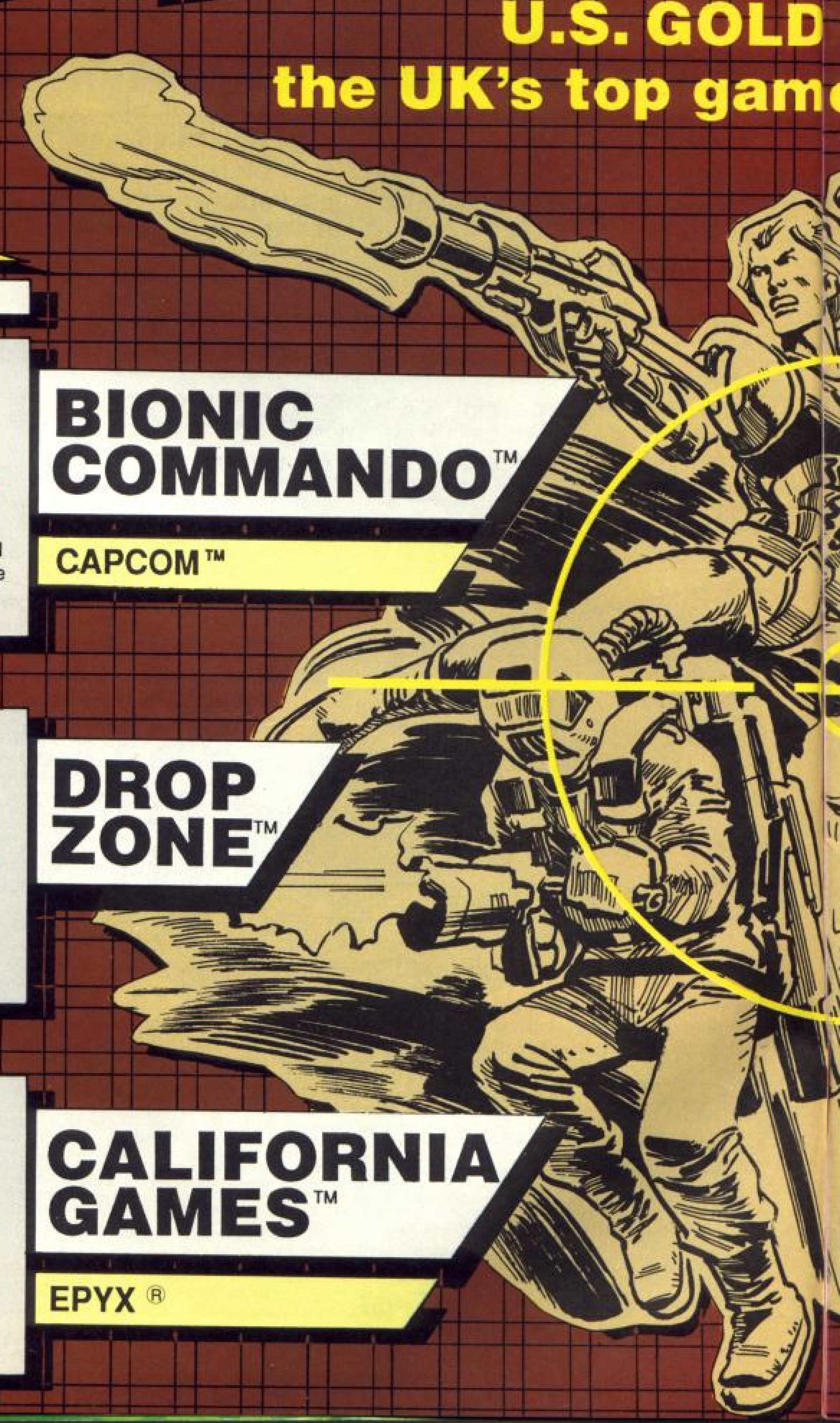
ISSN 0954-867X

COVER DESIGN & ILLUSTRATION BY OLIVER FREY

NEWSFIELD
A NEWSFIELD PUBLICATION

THE ZZAP! 64 SIZZLER

BLOCKB
U.S. GOLD
the UK's top gam





BIONIC COMMANDO™

CAPCOM ™

Telescopic limbs, ace weaponry and bionic power! Destroy the deadly foe — you are our only hope...



DROP ZONE™

Plunge into a futuristic space battle and attack the aliens with your jet-powered backpack!



CALIFORNIA GAMES™

EPYX ®

Surf, sun and six top West Coast sports to set your pulse racing! Will you be California Champ?


COLLECTION: VOL I
5 MIND BLOWING
USTERS FROM
– selected by
ers on ZZAP!64
CBM 64/128
£12.99 cass
£14.99 disk
IMPOSSIBLE MISSION II™
EPYX ®
Evil Elvin Atombender is back in power. Your mission: Infiltrate and neutralise his five tower stronghold...
SOLOMON'S KEY™
TECMO™
Return to an age of mystery and intrigue. Survive to find King Solomon's fabled treasure...
U.S. GOLD ®
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

the WORD

CONSOLES GO HANDHELD

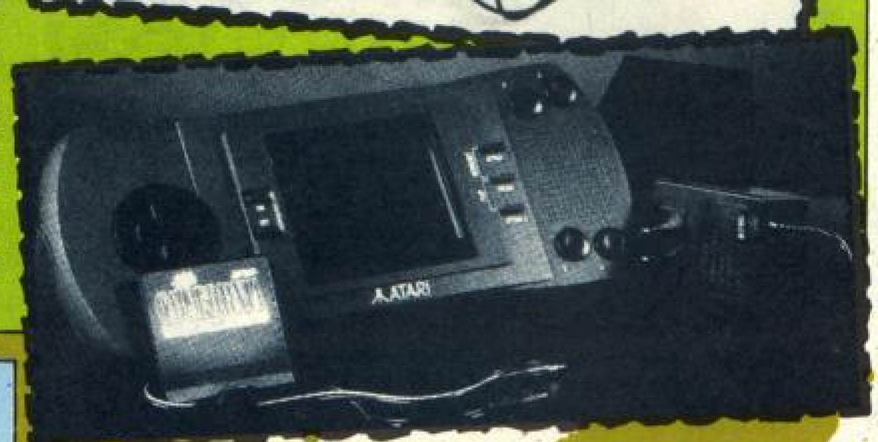


The latest wave in console hysteria has just been launched in the US, and it's a colour handheld console designed by some of the people responsible for the Amiga. The console is presently known by the catchy moniker of the Atari Portable Entertainment System **and will cost about £90 when it goes on sale in the US. A UK launch is planned for the 27th January 1990 at the British International Toy and Hobby Fair.**

The system has a palette of 4096 colours (same as the Amiga), four channel sound and is about the size of a videocassette, weighing just one pound. The heart of the machine is an 8-bit 6502 chip running at an amazing 16MHz – over twice as fast as the Amiga. A 3.5 inch high performance LCD screen provides a fast and colourful picture. Power is provided by six 'AA' batteries, an AC adaptor or a cigarette lighter adaptor. For left-handed people the picture can be rotated 180 degrees, and up to eight machines can be linked for multi-player games – each player having his own perspective of the action.

Games will come on cartridges ranging from one megabyte of memory to 16! Free with the console is *California Games* but five other games have already been written including *Blue Lightning* (a flight sim), *Time Quests & Treasure Chests* (an arcade adventure) and *Impossible Mission*. Unsurprisingly all these are programmed by Epyx, **the company which originally developed the machine.**

Now that Atari are handling the machine company president Jack Tramiel **felt free to make some veiled digs at Nintendo, who Atari are currently suing over alleged illegalities arising out of the Japanese company's domination of the US console market. 'We've come a long way since Atari started the business and see no reason to retreat to the prehistoric days of black and white,' said Tramiel. This is probably a reference to the recently launched** Nintendo Game Boy, **which is a slightly smaller console but has an unremarkable mono display. Currently available in Japan for £55 the Game Boy has stereo sound and can be linked with another Game Boy for two-player games like *Tennis*.**



PARAMIGA! IT'S COMING!

Exclusive by *Paul Rand*

You heard it first in ZZAP!: Hewson have just begun the Amiga conversion of arguably its finest release ever, the Gold Medal-winning ***Paradroid***.

The 16-bit version of the game, in which the player telepathically controls a droid to clear a fleet of starcruisers of rogue robots, is being undertaken by the programmer of the original, **Andrew Braybrook**. My contact at Hewson told me that, although the playability of the 8-bit game is to be retained, 'it's being redesigned to make it a proper 16-bit game.' He also added, although he cannot give too much away at the moment, 'I can promise you it will be good!'

Well, with a work schedule of six months, Andrew certainly has time to make something even better of an already classic piece of software. Stay tuned in to ZZAP! for further details . . .



SOFTEK APOLOGY

In the last issue of ZZAP! a news feature on Ocean's entry into the budget market gave details of the planned release of the existing Ocean *Miami Vice* game on the new Hit Squad label. Softek would like to point out that they currently have the licence to the series (with a new game planned for release around Christmas). Whether or not Ocean will now be able to release their old game is under discussion between the two software houses.

On a similar note, Softek would like to correct our 'Watching the Watchmen' feature by pointing out that while MicroProse may have the US licence to the *X-Men* cartoon strip, Softek have the international licence and are currently developing an *X-Men game*. They're also writing a game based on the film-of-the-comic 'The Punisher'.

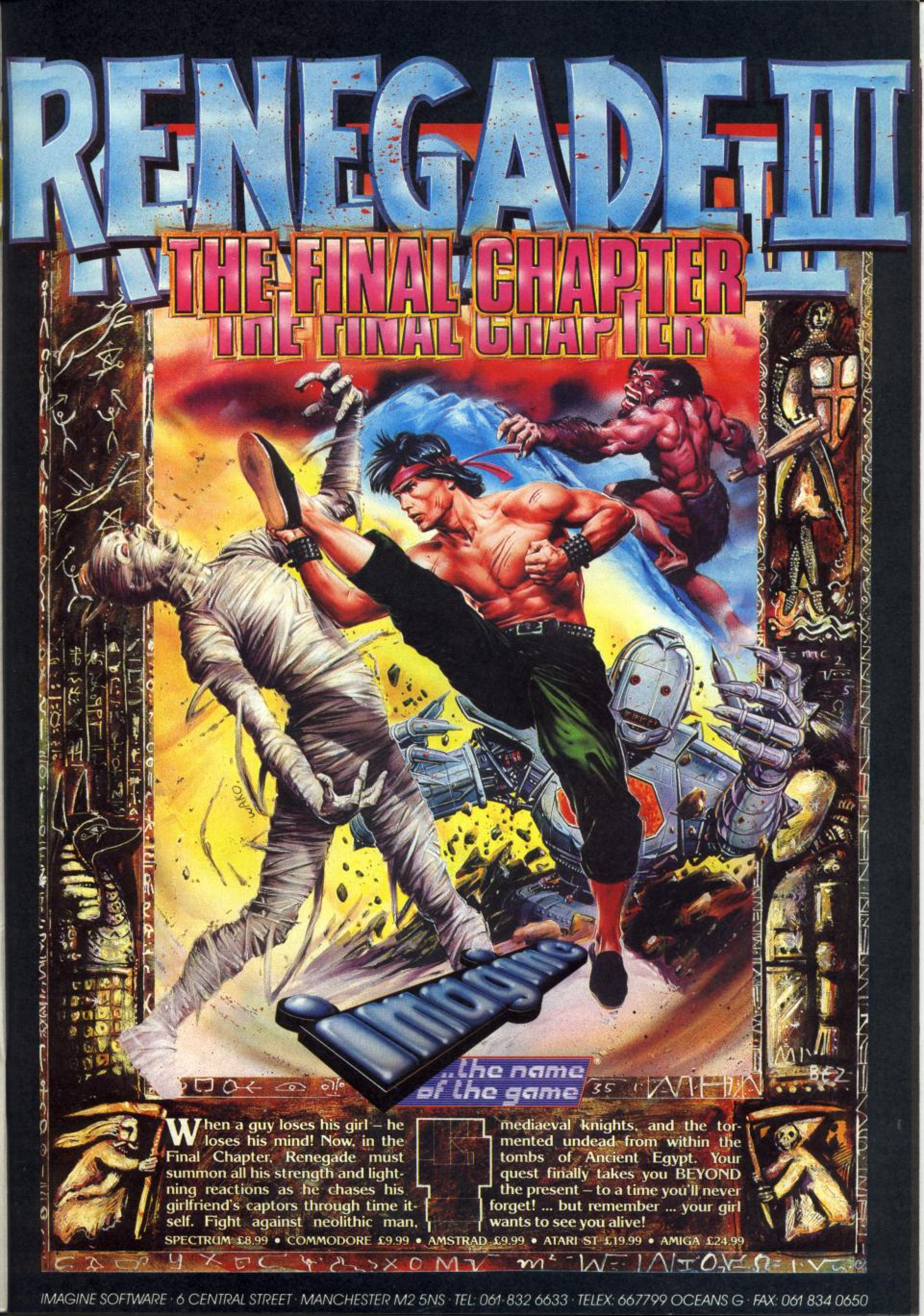
BUG STUFF – ANY OFFERS?

Reporter: Paul Rand

Now-dead fanzine *The Bug* has announced the sell-off of its vast library of review software.

The publication, ran by college boys *Jaron Lewis* and *Jeffrey Davy*, will be handing over 'the majority of the profits' from the sale of software to a number of charities and voluntary organisations. Staff member Lewis, a Bug-er since the zine's launch, said, 'The collection to be sold represents five years of software history. We're glad that we are able to help people less fortunate than ourselves in this way.'

The Bug, which was wound down recently due to the boys' entry into further education, was well-known for its promotion of left-wing political views and general patronising writing style within the publication.


RENEGADE III
THE FINAL CHAPTER
imagine
...the name of the game
When a guy loses his girl – he loses his mind! Now, in the Final Chapter, Renegade must summon all his strength and lightning reactions as he chases his girlfriend's captors through time itself. Fight against neolithic man, mediaeval knights, and the tormented undead from within the tombs of Ancient Egypt. Your quest finally takes you BEYOND the present – to a time you'll never forget! ... but remember ... your girl wants to see you alive!
SPECTRUM £8.99 • COMMODORE £9.99 • AMSTRAD £9.99 • ATARI ST £19.99 • AMIGA £24.99
IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER M2 5NS · TEL: 061-832 6633 · TELEX: 667799 OCEANS G · FAX: 061 834 0650

SIZZLER

CITADEL

Electric Dreams, C64 £9.99 cassette, £14.99 disk

●Explore deserted cities in a brilliant mixture of strategy and arcade action.

At last! Since April of last year (two editors back!) Martin Walker has kept us enthralled with his diary, day by day detailing his life, his leisure activities and how often he changes his socks. In the odd hour or two aside from writing the many volumes of the diary Martin has also produced his next opus, Citadel. And lo and behold here it is!

Man has colonised much of the the universe in the centuries since leaving mother Earth. But even in this age of advanced technology, a great many things remain a total mystery. One such enigma is that of the barren world far out on the outer rim of civilisation. Probe exploration has revealed a massive underground complex of deserted rooms, corridors and passageways. Deserted that is except for probe-destroying robotic defences. Whoever built the city forgot to switch off the defences, or maybe they didn't . . .



Following the probe's destruction, a remote Monitor Mk IV armed vehicle is beamed down to the surface with orders to reach the heart of the complex and learn all the alien secrets within. The Monitor starts its exploration in the first of eight cities, each city consisting of two levels interconnected by lift shafts, and fiercely guarded by robots and floor guns.

In theory, Monitor can wander the corridors in complete safety if it doesn't get too near traps where robots lurk. Stray within two spaces of one and it'll open to reveal any one of six types of mobile guard or four types of increasingly smart static guns. Protecting long-gone masters, the defences still perform their function with total efficiency.

The long term objective is to reach the heart of the complex, something which will take a lot of puzzling over seemingly impassible defences. A laser bolt will usually do just fine on the guns but often traps contain a never ending stream of mobile guards – best to use discretion and sneak past, especially if it's a Destroyer or Homer looking for targets.

Monitor has a special capture probe built into its hardware. By activating it Monitor can use switches and pick up weapons. Most importantly however, it can be used to capture enemy robots (although this costs energy). Once caught the hos-





Alright, so it hasn't got the pure, non-stop action of **Armalyte**, or the unadulterated puzzles of **Tetris**, but what it does have is a superb mix of the two different game-styles. Presentation throughout is very slick indeed and the graphics, in particular, are faultless, chrome-like shading and look amazing when closely examined. Each city has not only its own unique look but a marvellous background 'hum' as well (listen out for the pumps in the Second City). A first class and brain-bending shoot-'em-up.

MOBILE ROBOTS

Watcher - Hovers nearby
Stunner - 4 way horizontally/ vertically firing
Diagonoid - 4 way diagonally firing
Assassin - Rams on sight
Blocker - Fires in all 8 directions
Aggressor - Fires in all 8 directions
Dropper - Fires lethal Homer missiles
Destroyer - 8 way firing and fast with it!

STATIC GUNS

Dome Gun – Fires in 4 directions horizontally and vertically
Diagun – Fires in 4 directions diagonally
Turret Gun – Fast at firing in all 8 directions – mean!
Steppergun – Fires Homer missiles – REAL mean!

WEAPON PODS

Rapid Firing – says it all
2 way firing – rear and front fire
3 way firing – forward 3 directional fire
Burst firing – long range rapid salvo fire

tage robot can be put into any of eight positions around Monitor to serve as a shield and battering ram – the stronger the robot to begin with, the longer it will last before being destroyed. The robot can also be fixed in a set position to pass trickier obstacles.

If Monitor gets within two spaces of a trap and it hasn't opened then Monitor's luck is in. The 'trap' is either a switch (used to turn off forcefields barring the way to other areas of the city), a weapon pod (one of four increasingly powerful types), or an energy recharge pod (like gold dust on the later levels – few and far between but priceless when found). Collected weapons will eventually run out of power so make careful use of them.

Our metallic friend also has a finite energy level which can be reduced by contact with laser bolts, homing missiles or suicidal robots. Total destruction results in another Monitor (one of six) being beamed down to the last lift shaft used. A new droid is earned every 10,000 points.





Citadel is one of the most absorbing games I've played in ages. Far from being the fast shoot-'em-up most people expected, it is an original mixture of strategy and arcade action, with the emphasis on the former. Simply charging around trying to blast everything in sight triggers more traps than can be handled. If you want to avoid an early grave you must plan your attack, then charge around blasting everything while following a plan. The eight levels present a big challenge, but even when you've just died after spending ages getting somewhere, there's something which draws you back. Beautifully presented with an excellent soundtrack, **Citadel** is a great original game – a classic not to be missed.



Well, we've waited a long time for **Citadel** and it's something of a relief to be able to report Martin Walker has used all that time to excellent effect. On first sight what comes to mind is **Paradroid** which also has an overhead view of robot warfare, but **Citadel** plays a lot differently. While shoot-'em-up reflexes are vital, the real heart of the game is thinking ahead and – most importantly – not panicking! The background graphics are above-average, but what really shines (literally) are the enemies. The one I like best has a sort of strobe effect inside it – superb! This is an excellent game, and if you're prepared to persist for the hour or so it needs to fully get the hang of, then you're in for a real treat.



amiga

The good news is that an Amiga version is under consideration – let's hope it doesn't take as long to appear as the original!

update

PRESENTATION 88%
Demonstration sequence, random/ normal trap layout with a superb attract mode showing what's lined up.

GRAPHICS 85%
The enemy robots are so well polished they look brand new. Subtly different cities contain well-drawn pipes and corridors etc.

SOUND 93%
Each city has its own type of highly atmospheric 'hum' accompanied with above-average tunelets. The pounding title tune is brilliant too.

HOOKABILITY 78%
First attempts will be met with utter confusion but the method of play is quickly mastered and easy to use.

LASTABILITY 93%
Eight cities increasing dramatically in difficulty with the random traps to pose a REAL challenge even if you complete the game.

OVERALL 91%

It's been a long time in the making but Martin Walker's come up with the goods in fine style. An excellent cross-breed of shoot-'em-up and puzzle action.

ZZAP! TEST

RICK DANGEROUS

64

Firebird, C64 £9.99 cassette, £14.99 disk

It's 1945 and Rick Dangerous is the kind of hero who laughs in the face of death and promptly head butts him one for good measure. Such courage is abrupt put to the test when his aircraft crashes near the temple of the headhunting Goolu tribe. Rather than running away as fast as possible Rick decides to loot some treasure while he's there. He's armed with a gun, six sticks of dynamite (for blowing away fallen stonework, and a prodding stick (makes a change from a whip).

If Rick survives the caverns he's straight off to Egypt to rescue the precious Jewel of Ankhel from some mad mullahs. In the third mission Mr. Dangerous is off to. . . . well, you'll have to find that out for yourself.



Rick Dangerous is the sort of platforms-and-ladders arcade/puzzle game which has been around for ages. Graphics, while good, are not spectacular and sound is disappointing. Initially playability doesn't seem that special, but once the traps start springing it picks up. Often the traps are impossible to notice beforehand, but with such comic presentation death is usually more funny than frustrating. Addictive and entertaining this deserves to do well.



► A careless shot destroys some ammo as well as an attacking Goolu



The **Indiana Jones** influence is rubbing off on quite a few games recently, **Rick Dangerous** being one of them. The jolly antics of Rick braving a series of very attractively detailed caverns and tombs comes to life through what is simple but very enjoyable gameplay (shades of **Giana Sisters** and **Bruce Lee** in places). Each cave has its own, set pattern of play to get through with the best fun coming from the lethal, and often very deviously placed traps. The tunes before each level are good but why aren't the sound effects a little more gutsy?

PRESENTATION 79%
Good intro screen, clean layout and a handy Abort key.

GRAPHICS 78%
Good cavern backgrounds but the sprites lack anything more than moderate detail.

SOUND 57%
Pleasing start-of-level ditties but generally quiet spot effects otherwise.

HOOKABILITY 73%
A rather tough start but the problem solving element soon comes into its own and keeps you glued.

LASTABILITY 76%
85 rooms may not seem like a lot but you'll be hard pushed to see a quarter of them in your first sitting.

OVERALL 73%
A playable and fun platform-style game but not much more than that.

SUPER SCRAMBLE SIMULATOR

64

Gremlin Graphics, C64 £9.99 cassette, £14.99 disk

After programming Kik Start I **and** II**, Shaun Southern mounts up for yet another motorbike game.**

Fifteen courses are divided up into five sets. The three courses in each set must be completed (in any order) to go on to the next set. If you fail to complete a course inside the time limit then it's 'game over'.

Courses feature hills, water obstacles, logs, and VW Beetles!

Besides accelerating/braking you can use one of three gears. If you stall the engine, fall over, or go off the course, you are penalized by crucial seconds being taken off your time limit.

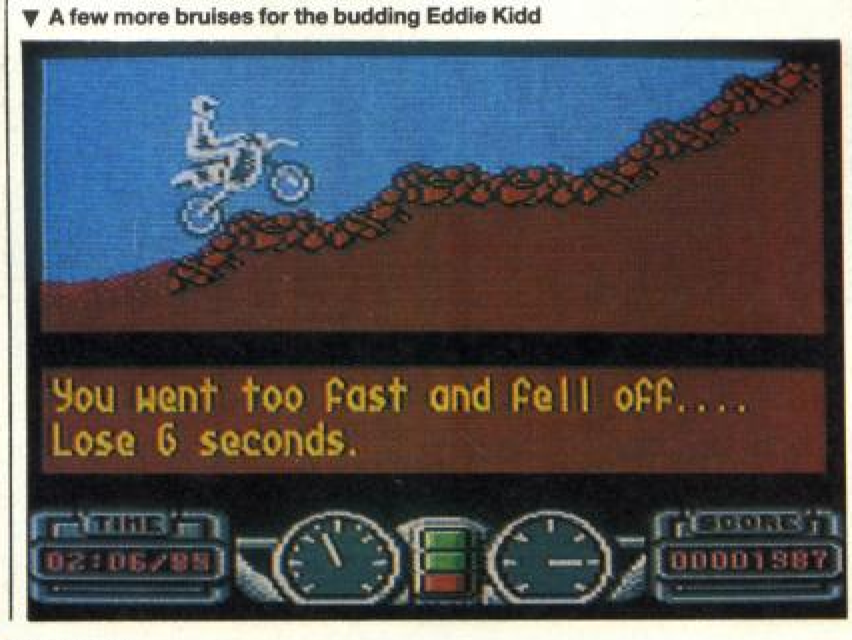


Kik Start 2 is one of the best budget games around. A full price version would obviously have to be exceptionally good to better its predecessor, and **Super Scramble Simulator** isn't. Replacing the two-player option of **Kik Start 2** are mediocre graphics and three gears which add nothing to playability, especially when the game plays a lot slower.



This would have been a fair budget release, but it's definitely not worth the full price tag. The whole concept is dated and the side-view graphics are crude. But most annoying is the way that the slightest error in your riding is mercilessly punished. This is worsened by the fact that you only get one 'life', and there's no option to practise the later courses.

▼ A few more bruises for the budding Eddie Kidd



amiga

The Amiga game should be reviewed next issue and will cost £19.99.

update

PRESENTATION 42%
Brief, but effective instructions.

GRAPHICS 39%
Respectable main sprite, but minimal animation.

SOUND 35%
In-game sound is limited to engine noises.

HOOKABILITY 39%
Initially a touch frustrating.

LASTABILITY 36%
There are 15 courses, but will you want to keep playing?

OVERALL 38%
An overpriced follow-up to the much superior *Kik Start II*.

3D POOL

Firebird, C64 £9.99 cassette, £14.99 disk



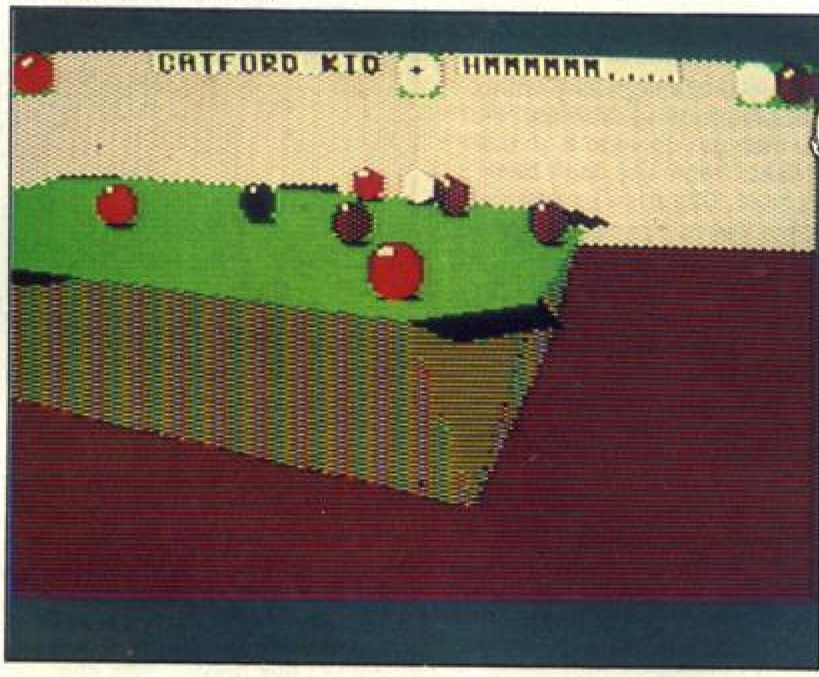
Having been very quiet of late Orlando comes back in style with not only a competently executed version of one of my favourite sports but also a very different one at that. The speed of movement on the 64 is almost rapid, and the illusion of moving around an actual table is convincing despite the somewhat basic presentation. I can put up with the odd sense of long distance perspective and the at times dubious 'ball bouncing off the hole' shots but the pace of the computer opponent's thinking made me grind my teeth to a pulp. I like pool and **3-D Pool** is a well executed, original game but does the computer *have* to think for minutes at a time before taking a shot?

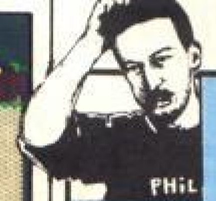
Pool is pool, there's no two ways about it and of course we don't need to explain the ins and outs of the game just for the very few out there now do we? This game of pool though is slightly different from the norm as you can walk around the table and view the table from almost all angles. Yes, that's the 3-D element of the game, adding an extra sense of realism to what could be otherwise just a fairly ordinary pool game.

During play just have a good look around the table and judge the game from all angles. Once a shot is decided upon move around the table to the best place and angle for the shot, adjust the power level and send that cueball on its way. Top and bottom spin on the cueball can be induced by changing the height at which you look at the table. Official pool rules apply with a foul shot resulting in your opponent being awarded an extra turn and free ball.

As well as the run of the mill two player and practice options, a trick play option allows you to play 15 types of trick shot or construct your own. There's also a tournament to be played against eight other hustlers (matches consist of three frames). Beat all these and you go up against the champion himself Maltese Joe.

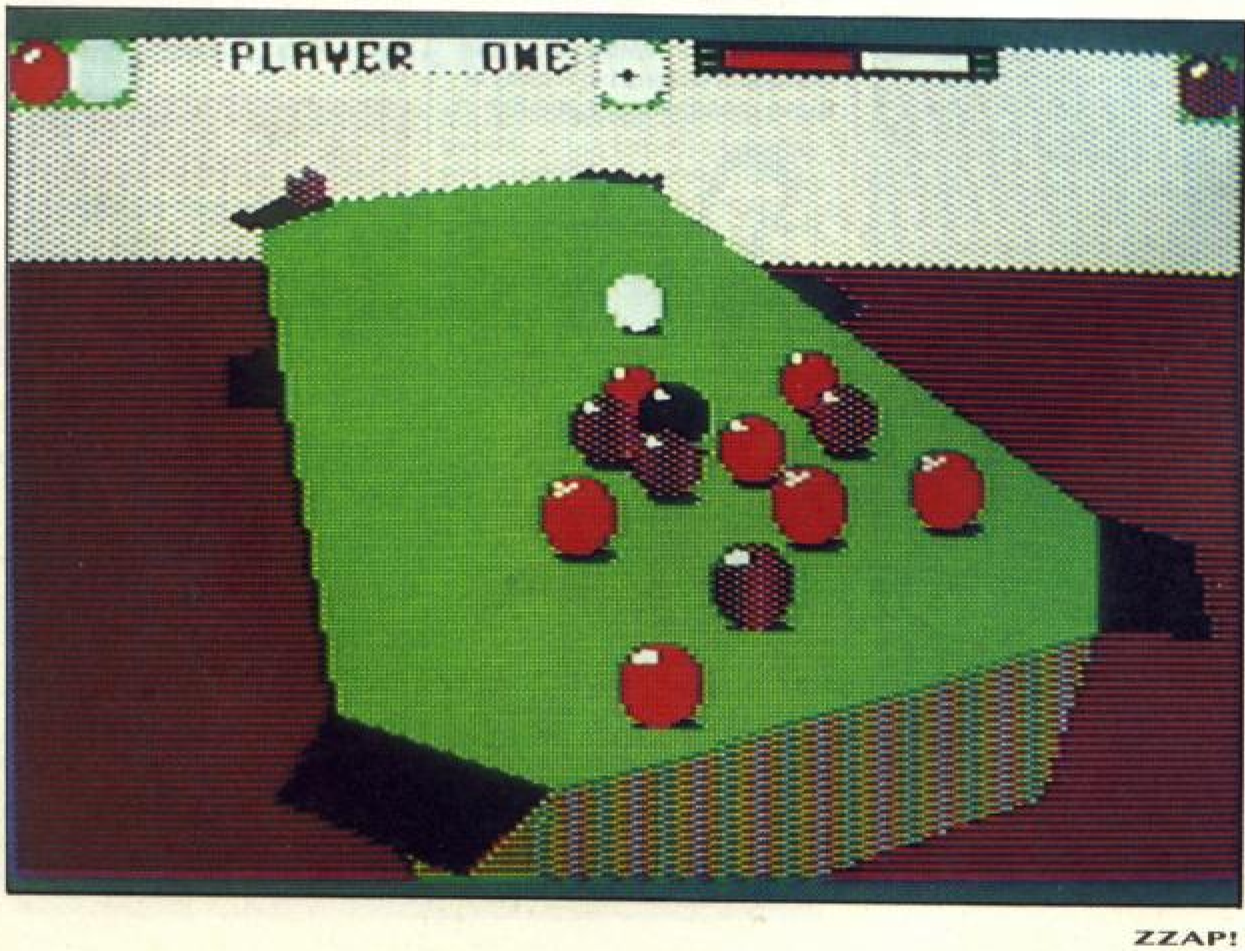
▼ Make sure you keep one foot on the floor (or it's adultery!)





The extra dimension does add more realism, although inaccurate perspective causes the apparent positions of the balls to move as the table is rotated. This is especially confusing when a ball appears to be actually resting IN the pocket! The way balls sometimes rebound miles from the edge of the table also makes judging shots difficult. On the good side, the computer opponents all play differently and are fairly difficult to beat. The trick shot facility is a welcome feature, as is the two player mode which will ensure long lasting appeal.

▼ Getting high on potting



amiga

The Amiga game should be reviewed next issue and will cost £19.99.

update

PRESENTATION 77%
Dual player mode, demos, trick shot option – all explained well.

GRAPHICS 75%
Good, although perspective is dodgy at times.

SOUND 55%
No tunes to speak of, but satisfyingly realistic clunks and thuds of balls colliding.

HOOKABILITY 73%
Easy enough to understand and get into.

LASTABILITY 75%
A significant challenge is offered by the Tournament game but a lot of patience is required.

OVERALL 74%
A novel twist on the traditional pool game with good graphics to match.

AMERICAN CLUB SPORTS

64

Mindscape, C64 £9.99 cassette, £14.99 disk

Step right up sir and enter the Sport Time Clubhouse. Get your cue out to play a typically English or French game of BILLIARDS (American sports, who needs 'em?). How about CRAZY POOL with its tables crammed with bumpers, holes and generally zany obstacles to shoot around? And if you tire of the pool tables we have here, why not construct your own wild and wacky tables – we'll provide the wood.

If cue-chalking, ball-potting, cueball-shooting action isn't for you then get down to it on the PINBALL table but don't bash the table, Tilting isn't going to do your wizard gamesplaying abilities any good either.

Never heard of SKEEBALL, sir? You'll recognise it when you see it – basically you've got a target of five rings inside one another with the biggest points to be had in the middle. Use the crosshair to aim and roll your balls up the ramp.

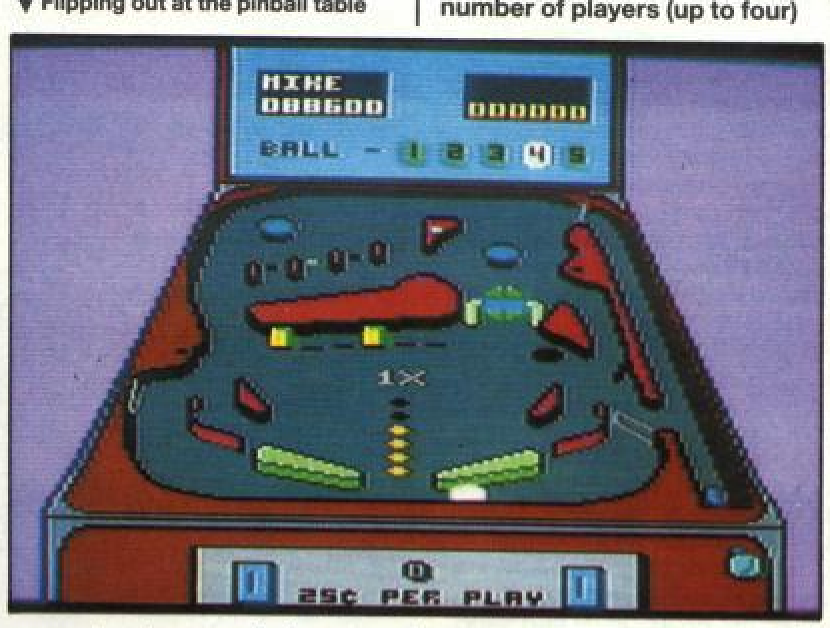
Fancy your chances as a deadeye dick? Well then get the old airgun out and blast away at those rabbits, ducks and fish in the SHOOTING GALLERY. Hit the turtle for double points or that pesky squirrel just for the hell of it but don't shoot your opponent's target – it'll lose you points.

And finally, although it may not be the most American of sports, TABLE FOOTBALL is fun to play so get your kit on and spin those men in the faithful recreation of every young boy's Xmas present.

The parameters behind all six games are open to modification including the skill levels, length of game time, speed of play, number of players (up to four) and other factors particular to each game (such as the presence of a Tilt option on the Pinball game or the weight, recoil and speed of the gun in the Shooting Gallery).



▲ I bet those table football players get dizzy



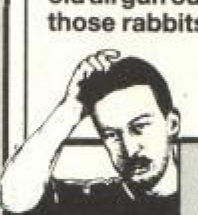
▼ Flipping out at the pinball table



Well this isn't exactly a totally original idea, that's for sure. It's a mixture of simple-idea games, most of which weren't all that hot to start with (although the mass of options offers good scope of play). The games are as playable as they could be (the Shooting Gallery having a certain charm in two player mode) but the graphics and feeble sound effects fail to inspire. A good game for those of you seeking nostalgia but there are certainly better ideas for sports games around at the moment. The multiload is also a pain.



▲ It's the ducks I feel sorry for



What a surprise. With a title like **American Club Sports** I expected baseball, basketball and American football. Instead, we get billiards, pinball and table football! All of these 'sports' are implemented in a very simple fashion and playing them on your own is not the most exciting experience ever devised. So it's just as well there's a multi-player option which provides some competition. This is where the real fun starts as each competitor attempts to outscore his rivals. The simultaneous two-player events are especially enjoyable, my favourite being the hilariously frantic table football. Six games for the price of one isn't bad value.

amiga

There are no plans for an Amiga game.

update

PRESENTATION 63%
Annoyingly prominent multiload gives you the time to read the comprehensive manual!

GRAPHICS 65%
Patchy but detailed for most events. Adequate use of colour.

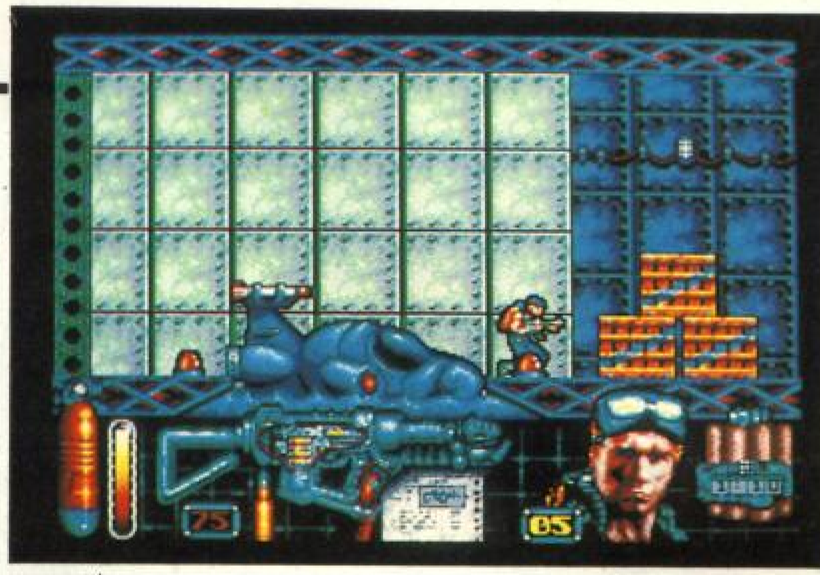
SOUND 55%
The tunes aren't remarkable and the sound effects are merely adequate.

HOOKABILITY 58%
Multiload makes it difficult to get into the game.

LASTABILITY 67%
A considerable number of options for each event but the incentive to come back isn't all that strong.

OVERALL 62%
Old but playable games providing variation on the traditional sports theme. Best with two players.

NAVY MOVES



▲ Leaving the bathyscape the hero sets out to explore the stolen submarine

Dinamic, Amiga £24.95

Those naughty terrorists have gone and 'borrowed' the brand-new American U-5544 nuclear submarine intent on launching an attack on some oil-rich Arab countries.

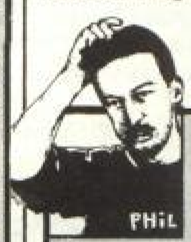
Seeing as Ollie North's stuck in a courtroom somewhere, it's up to you to sneak behind enemy lines, infiltrate the sub and activate the self-destruct system built into the mechanics of the underwater fortress.

A two part program, Load One sees you negotiating a mine-strewn section of the Gulf in a rubber dinghy, avoiding rocks and extremists on your way, before hijacking an enemy bathyscape and diving the depths to reach the sub.

In Load Two you must collect the many pieces of secret code, unknowingly carried by Middle-Eastern officers, and enter them into the central computer, of which workstations are placed at strategic positions on the vessel.



Once you manage to get past the frustrating first section, an infinitely superior game is waiting for you on the second load. Presentation is first-class, with realistically animated, superbly defined characters and an amazing James Bond-style title track. A brilliant arcade adventure only slightly marred by a cruel first level.



The best thing to do with **Navy Moves** is ignore the ridiculously hard first section altogether. Thankfully the second section is easier and much more playable as a result. Because of the limited ammo, this isn't a mindless shoot-em-up, but instead a thought-provoking arcade adventure. A rhythmic soundtrack and detailed graphics complement the gameplay. **Navy Moves** is stylishly presented and fun for a while at least.

PRESENTATION 73%
Useful instructions and a thoughtfully laid-out screen display.

GRAPHICS 79%
Realistic sprites charge around atmospheric levels.

SOUND 81%
A rousing soundtrack and various sampled spot effects.

HOOKABILITY 62%
The tough first section could well put some players off . . .

LASTABILITY 79%
..but if you persevere, the results are worth the effort.

OVERALL 75%
A well thought-out package.

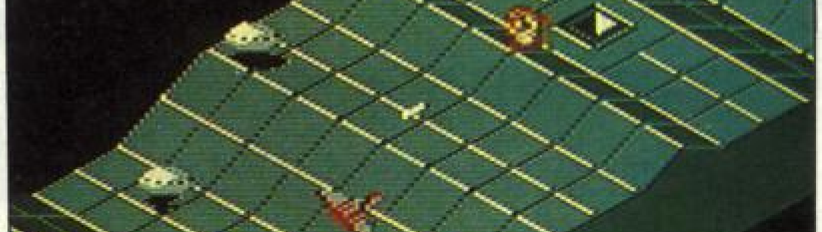
H.A.T.E.

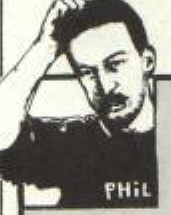
Gremlin, C64 £9.99 cassette, £14.99 disk

Alien forces are attacking the galaxy. Human civilisations are in dire need of more fighter pilots, so you volunteer for pilot training.

And where do all potential Galactic Fighter Pilots go? Why, Stripworld, of course. Here, titillating Tina reveals her top secret assets . . . er, I mean here, you will attempt to survive a trip through the 30 sectors of the scrolling, isometric 3-D training ground, piloting a Star Fighter and Ground Assault Vehicle on alternate sectors ,battling against simulated alien defences.

You start with just one life, although plasma cells can be collected which absorb one hit each. If your ship is destroyed you are sent back to the previous sector, but if you were on level one it's game over.





The 3-D scrolling is full of horrible glitches and the colour scheme is bland. Worse still, gameplay is a rip-off of the ancient **Zaxxon** although nowhere near as addictive. And how can it be when it's so difficult to actually die? Even when your ship is blown up, all that happens is you're sent back to the previous level. So you can just keep going until you reach a really hard sector when you'll probably end up repeating the same sector umpteen times.



Vortex have produced some good games in the past such as **Highway Encounter**. But whereas those games contained some fascinating, thought-provoking gameplay, **H.A.T.E.** substitutes mindless blasting action. Couple this with appallingly dull graphics and yukky scrolling and you have one primitive shoot-'em-up. With its prehistoric presentation and mind-numbing action, **H.A.T.E.** is simply old H.A.T.

amiga

16-bit H.A.T.E. **should be out by the time you read this, costing £19.99.**

update

PRESENTATION 28%
Generally bland

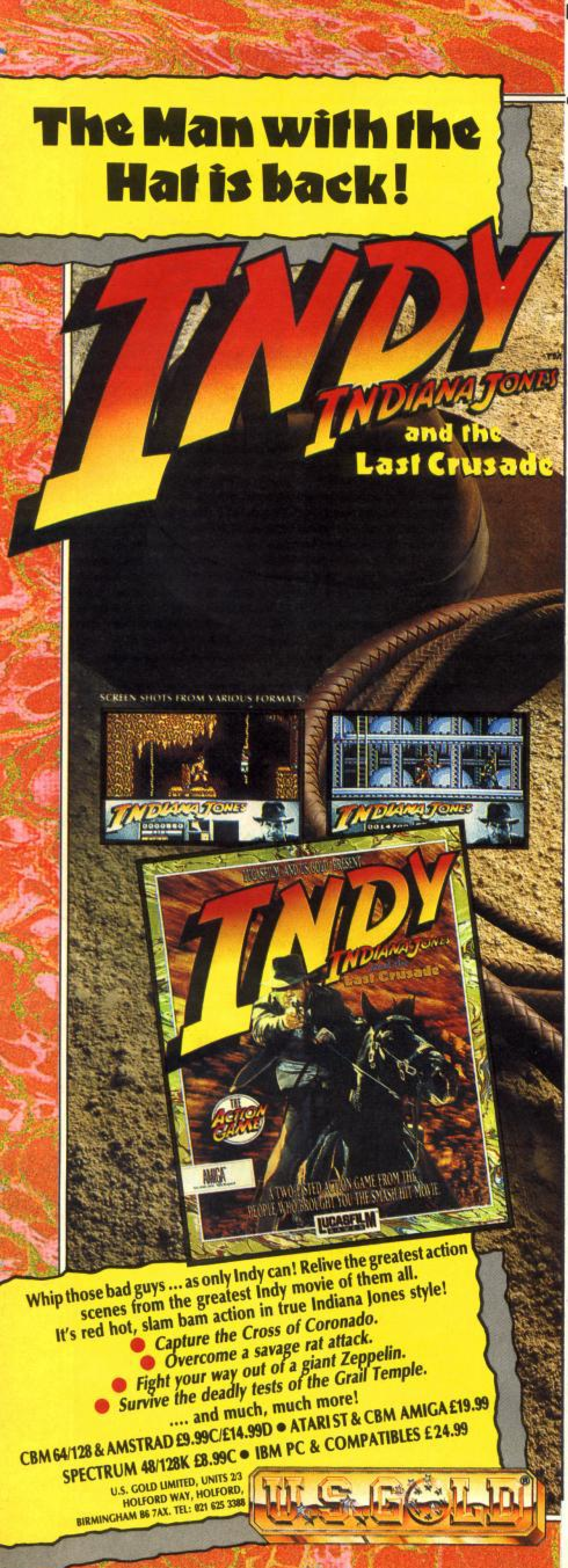
GRAPHICS 26%
Glitchy 3-D scrolling

SOUND 51%
Not as bad as other aspects

HOOKABILITY 35%
Not even initially playable

LASTABILITY 20%
You won't die, you'll give up

OVERALL 24%
You'll H.A.T.E it!



BAAL

Psyclapse, C64 £9.99 cassette, £12.99 disk; Amiga £19.95

Archaeology could well replace Martial arts as the favourite science of adventuring heroes. After Indiana Jones and Rick Dangerous looting a few temples in the 1930s we move to the future for a spectacularly unlucky 'dig'. It's 1999 and you've just unearthed what appears to be mass burial ground dominated by a stone engraved with the word 'Baal'. When you mention this to a colleague he turns white and warns you not to touch the stone. You rush back to the site, but too late . . .

A horde of demons led by the horrific Baal have been released. Their aim is the destruction of the Earth, but due to it being 1999 they've decided not to use fire 'n' brimstone – instead they've nicked the Ultimate War Machine. To prevent them using it you've been dropped into their caverns.

Rather than a cross and holy water you've got a laser to deal with the demons, and there's three add-on cartridges to be found in the caverns. Basic gameplay is platforms-and-ladders with lots of shooting on the way. The Amiga game consists of three domains, or levels, two large and one small. Collect all the war machine parts in a

▼ Let's all go pot-holing . . . well it seemed like a good idea at the time! (64)



▼ The window cleaner's left his ladder down here – how convenient!(Amiga)





After some mediocre 8-bit conversions by Melbourne House, Psygnosis/Psyclapse has now taken direct control of the converting of its impressive 16-bit line-up. **Baal** is the first of these games, and gives us an opportunity to look at the original Amiga game which missed a review. The basic platforms-and-ladders gameplay is virtually identical on both machines, each version suffering from being a touch too tough and repetitive. But presentation is slick, and the degree of challenge provides good value for money with lots to explore and map. C64 owners in particular should welcome this game, which makes better use of machine than the Amiga version, and bodes well for the **Blood Money** conversion.

domain and a transporter takes you to the next. With C64 game there's an additional 'small' domain. In each domain the platforms-and-ladders are divided into sections by gaps too large to jump. Instead a jet pack must be used. Fuel is limited and if you run out before you find somewhere to land you blow up!

On the Amiga you can save the game at special locations, whereas on the C64 you have to make do with a password given when you complete a level.



I personally found **Baal** great fun to play, mainly thanks to its simplicity – a 'software boundaries' breaking program this most certainly isn't. The 64 isn't pushed anything beyond average with dull backdrops and generally drab presentation all round, the Amiga game bettering it only slightly in terms of graphic detail, with subdued use of colour as well. A lack of graphic atmosphere is mirrored by the sonics, which are sparse with no in-game tune. To my mind the 64 game comes off best overall; both versions may play the same but the 64 has a better all round 'feel' and pace compared with the unforgiving Amiga game.

64

PRESENTATION 52%
Great cover art, but disk version takes ages to load and has an annoying death sequence.

GRAPHICS 63%
The main sprite is good, but the backgrounds are dull.

SOUND 56%
Effective spot FX, but no in-game music.

HOOKABILITY 55%
Isn't easy to get into.

LASTABILITY 80%
A substantial challenge, with a domain extra over the Amiga game.

OVERALL 65%
An above average platforms-and-ladders/shoot-'em-up hybrid

amiga

PRESENTATION 68%
Good box and manual, but no game intro sequence.

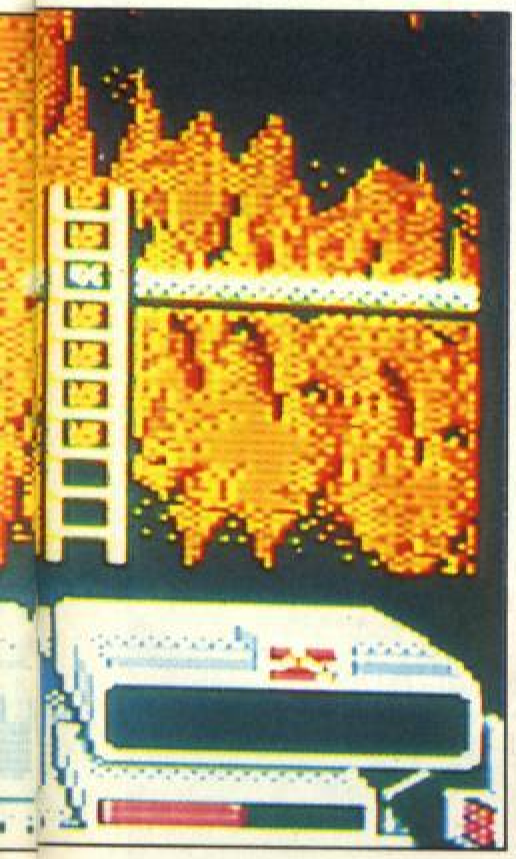
GRAPHICS 63%
Some nice touches, but unremarkable as a whole.

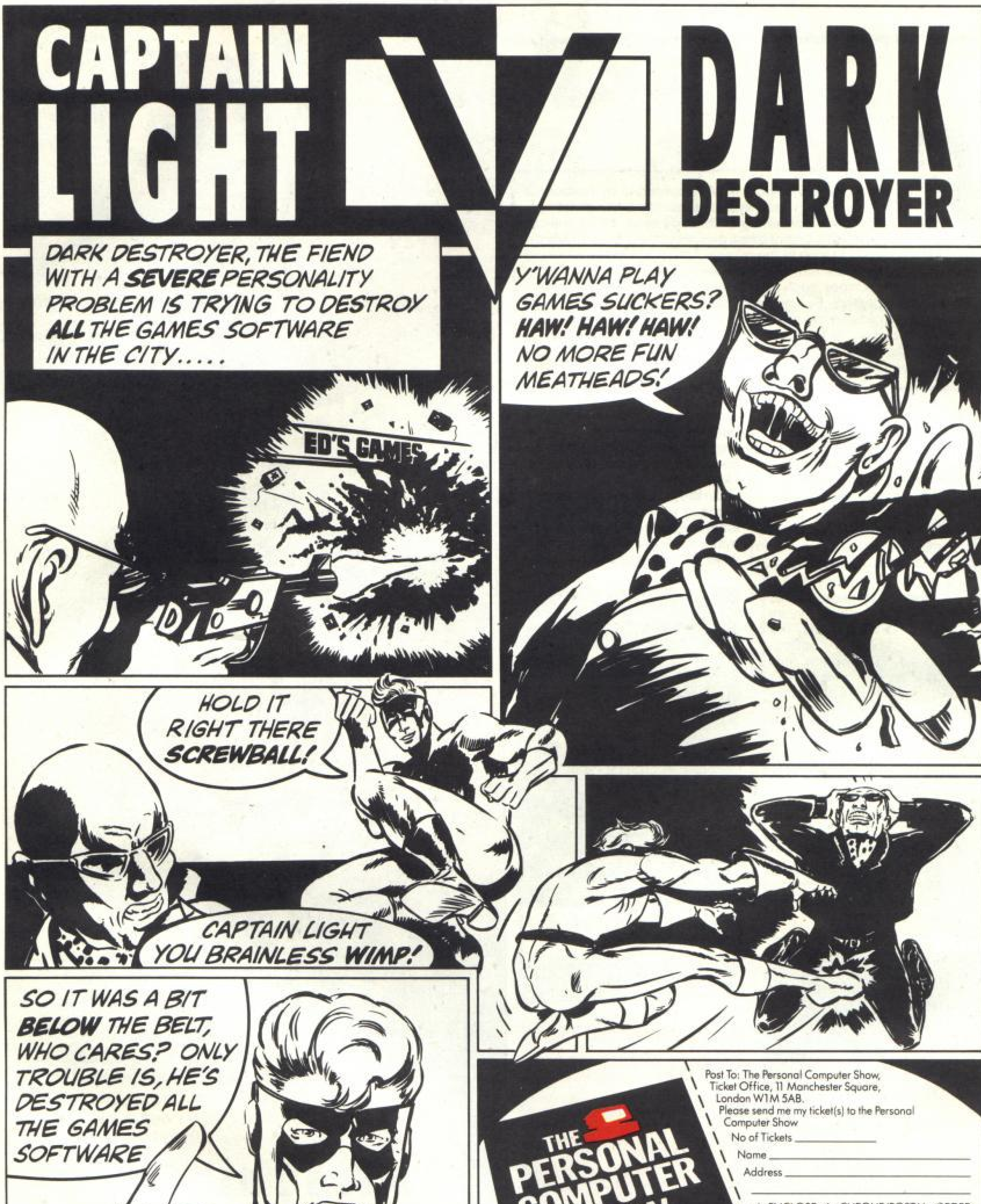
SOUND 65%
Good spot FX and 11 minute intro tune but no in-game music.

HOOKABILITY 54%
Frustratingly difficult to begin with . . .

LASTABILITY 75%
. . . but should provide a good long-term challenge.

OVERALL 63%
Won't appeal to everyone, but at £20 it's worth a look.




CAPTAIN LIGHT
V
DARK DESTROYER
DARK DESTROYER, THE FIEND WITH A **SEVERE** PERSONALITY PROBLEM IS TRYING TO DESTROY **ALL** THE GAMES SOFTWARE IN THE CITY.....
ED'S GAMES
Y'WANNA PLAY GAMES SUCKERS? **HAW! HAW! HAW!** NO MORE FUN MEATHEADS!
HOLD IT RIGHT THERE **SCREWBALL!**
CAPTAIN LIGHT YOU BRAINLESS **WIMP!**
SO IT WAS A BIT **BELOW** THE BELT, WHO CARES? ONLY TROUBLE IS, HE'S DESTROYED ALL THE GAMES SOFTWARE
HEY, **WAIT** A SECOND THERE MIGHT BE ONE GLIMMER OF HOPE...
THE PERSONAL COMPUTER SHOW
30 SEPT-1 OCT 1989
EARLS COURT LONDON
PRESENTED BY PERSONAL COMPUTER WORLD
Post To: The Personal Computer Show, Ticket Office, 11 Manchester Square, London W1M 5AB.
Please send me my ticket(s) to the Personal Computer Show
No of Tickets ______
Name ______
Address ______
I ENCLOSE A CHEQUE/POSTAL ORDER MADE PAYABLE TO: THE PERSONAL COMPUTER SHOW
FOR ______ (£3.50 per ticket)
Under 18's will not be admitted on the 27th, 28th and 29th September as these days are exclusively for Trade and Business visitors. Under 18's will not be allowed in the business hall.
ZZP
CREDIT CARD HOTLINE: 01-741 8989
SWITCHED ON FOR LEISURE
The Personal Computer Show is presented by Personal Computer World Magazine a V.N.U. publication.
Organisers: Montbuild Ltd., 11 Manchester Square, London W1M 5AB.



ZZAP! Rrap...

Summer's arrived and Ludlow's been turned into a sun-blessed paradise for tourists, and hell for all those committed workers determined to bring you your ZZAP! from the depths of the un-air conditioned Towers. It's a hard life toiling in a building even older than me, but at least I have you, my correspondents, to provide some informative, amusing and often plain daft distractions. On with the Rrap!

YOU BA*T**DS. YOU MEAN CALLOUS, HEARTLESS BA*T**DS

Dear Lloyd,
How could you do it have you no consideration for people who maybe don't have the self restraint of others. As you may or may not have guessed I am weeping over the *Elite* cheats you were sodish enough to print for the Amiga in the last two issues of ZZAP! MEGA MAG.

There I was one sunny afternoon enjoying being blown to bits by Thargoids, Kraits, Mambas and every other type of ship you could possibly imagine when I was informed by a mate of the cheats printed in your completely humungous mag.

Well, I thought, what harm could a docking computer do? Or maybe a itsy-bitsy Galactic hyperdrive? And just a little Energy Bomb . . . or two . . . or three . . . or four. Well, carrying on like this in five minutes I had amassed one hell of a mean ship and nothing could stand in my way. 'Well what he's moaning about then?' I hear some of your readers curse, 'after all he's Elite, isn't he?' Well, fellow readers now I have absolutely no one to touch me, I am invincible. And believe me being invincible isn't all it's cracked up to be, now I'm forced to live the life of a Prince, lonely, rich and untouchable. Believe me I've tried everything, flying into my own missiles, Retro-Rocketing in a space station, and now I've had to resort to such drastic methods as fighting Thargoid space stations blindfold while being tortured by the vocal chords of KYLIE MINOGUE. But it's no use – it looks as though I am immortal. In fact I'm typing this letter while saving thousands of refugees from a supernova. And my only consolation is that you lousy so-and-so's feel guilty and uncomfortable in the knowledge that many a person has suffered the way I have, and now sits glued to the screen whining at the thought of a rich, fruitful and eternal life. Sob sob sob.
Max (PINK FLOYD) Lowe, London N1 8NG

Well Max, or can I call you Pink?, complaints about the pokes section are fairly common but usually heavily outnumbered by the volume of pokes, tips, etc sent in, not to mention requests for even more Tips pages. But nevertheless your philosophical ramblings about the nature of tragedy of temptation, and the apparent dullness of immortality, struck me as deserving this month's 'Letter Of Month' award. Let this be encouragement for you to pursue you contemplation of the universe, young man.
LM

SLOT THEM IN

Dear Lloyd,
Before I start blabbering on I would just like to say that I think that ZZAP! is Top. But you have missed out on things that all of our games originate from. Yep! you have got it (or rather haven't) . . . ARCADES. I just luv arcade reviews and the screenshots just make my mouth water.

Also, how about more demo tapes, more tips, more Rrap, more 64/Amiga reviews and more previews.

In return, why not charge about £2.00 for your brill mag. I'm sure that many, many readers would share this opinion with me.

Why don't you give it a trial run one ish? I reckon it will go down really well with everyone else.
Anthony (Bazzo) Barry. Manchester M28 5HU
PS. If none of the above is possible to do, please please please please please try to include a bit on the arcades.

£2 for ZZAP!? What does everyone else think? Would you pay £2 every month for all the things we'd love to do . . . more tips, Rrap, reviews, previews, features . . . the list is endless. Of course, price isn't the only thing determining the size of the mag, advertising is important as well – and going through its customary Summer slump now – but write in with your views on the subject.

As for arcade coverage, ZZAP!'s tended to do big features every now and then rather than have a permanent section devoted to it. In fact, a big summer round-up of arcade games is planned and depending on reaction to that we might try and further increase our trips to the arcades. Robin Hogg's a big fan of the arcade machines, and needs only the slightest excuse to pump expense money into them, so watch out for some big exclusives on the latest coin-ops soon.
LM

WOT NO CASH?

Dear Lloyd,
In ZZAP! 50's classifieds why weren't there any £ signs. I have written a really crap joke for you pity I've forgotten it.
Paul Garside, Bolton-by-Bowland, BB7 4NT

Sad to say the grubby world of cash has not fled the ZZAP! classifieds, rather a slight technical hitch has crept in. As sharp-eyed readers will have noticed the font, or typeface, classifieds were printed in was different as well. This is due to classifieds, and mail order, being at the very cutting edge of magazine technology, ie electronic publishing on an Apple Macintosh computer. Practically all of TGM and CRASH are done on the Mac, and when they've ironed the bugs out ZZAP! should follow. The Mac offers a revolution in flexibility, cost-effectiveness . . . and has some amazing graphics demos. Sadly it can't read IBM £ signs, and even worse we're not allowed to play games on it (yet).
LM

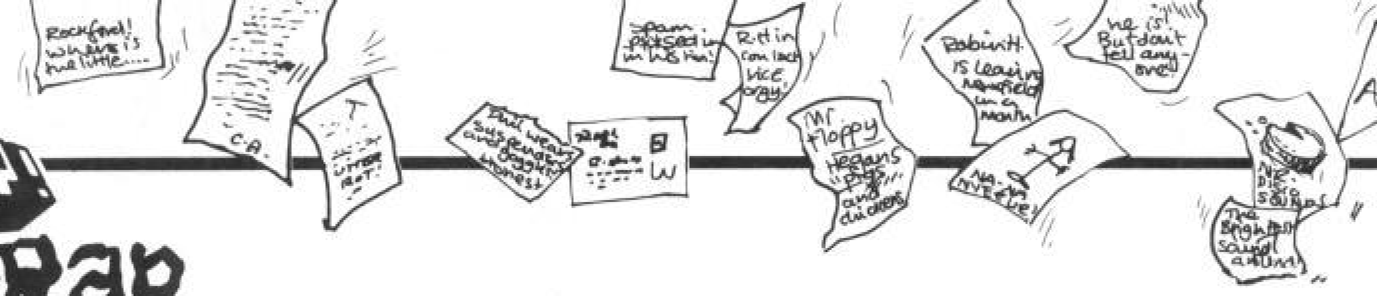
MISSING CLASSICS

Dear Lloyd,
I will probably sound really stupid for saying this, but there is one game that I really want, yes, it is that No.1 racing game: *Pitstop II*. I have been to over eleven computer game stores but they all look at me as if I were an alien, asking for a prehistoric game.

Please, tell me where I can get a copy of this great game.
Ernie 'Emu' Stanmore

Having just played Pitstop II *recently, with the blisters to prove it, I couldn't agree with you more about this racing classic. Fortunately for you, and anyone else who missed this excellent game first time around, Kixx plan to rerelease it in mid-July, priced £2.99 (tape) and £4.99 (disk).*
LM

ZZAP! RRAP



©R.I.M PRODUCTIONS



GREAT COMEDIANS OF OUR TIME

1) Sidney James.
The man they called 'One-Take James' shot to fame in the hilarious *Carry On Constable*, and remained a familiar face in the Peter Rogers send-ups until *Carry On Dick*. Sid's unique wit knew no generation gaps, and his untimely death in 1976 came as a heavy blow to a nation of classic comedy-lovers.
Catchphrase – 'Cor Blimey!'

RE: CU, 64 & ZZAP!

Dear Lloyd,
Re: Amiga reviews taking over 64 space and the editorial saying 'don't worry about it'.

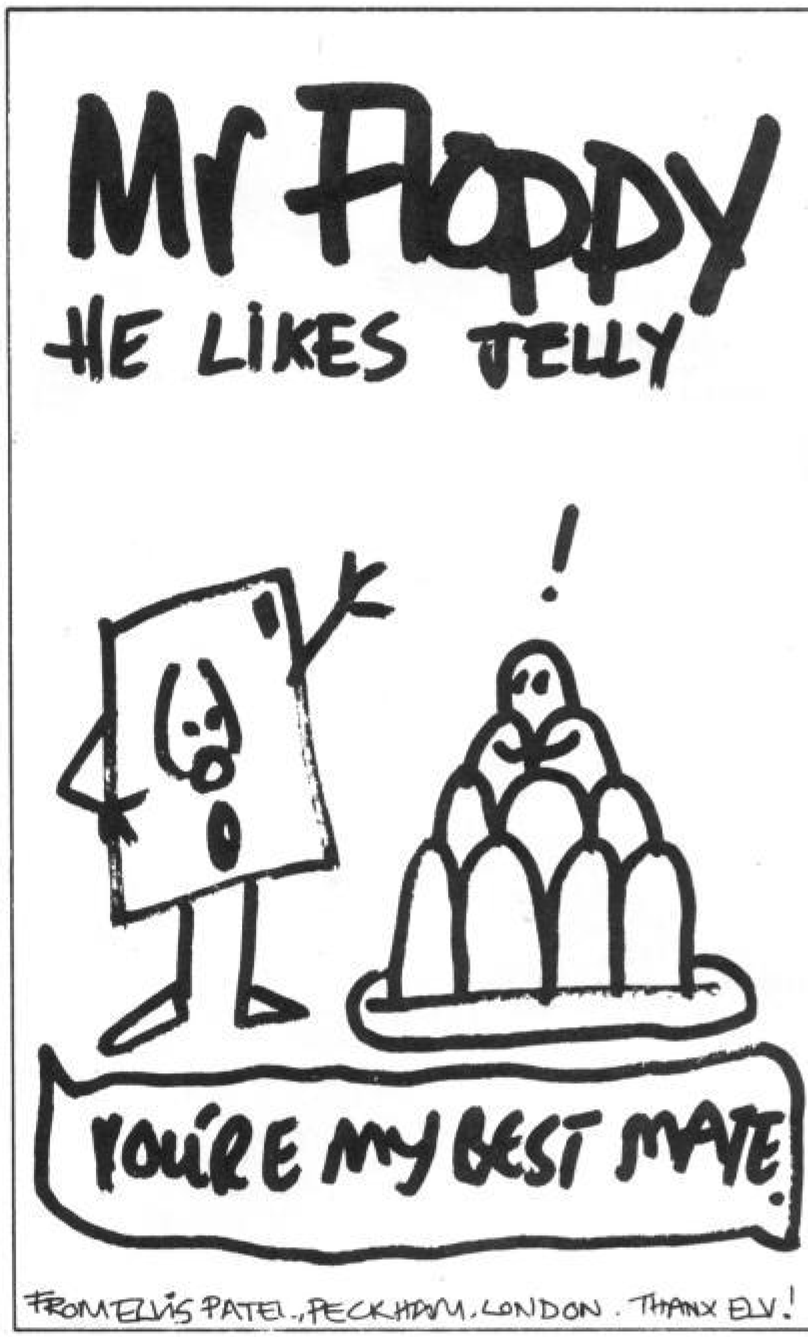
In the beginning was Vic Computing which was devoted entirely to Vic-20 stuff. After some months and the arrival of the 64, a 64 page appeared in Vic Computing. 'Don't worry' said the editorial, 'we will still give the Vic the space it deserves'. After two years the name was changed to Commodore User, 'but don't worry etc etc etc' said the editorial.

You know what is coming next, don't you? Go and find a copy of Commodore User, look through it and find the Vic-20 stuff which will be given 'the space it deserves'.

Dineon Harrison, Oldham, OL8 2LS

ZZAP! isn't really the place for CU complaints, but I take it you're using them as an example of what might happen to ZZAP! 64 long as there's C64 games about they'll be covered in ZZAP!. AMIGA. Thankfully I can easily give you the assurance that as Despite the customary summer slump, there's still plenty of life in the C64 yet: after all Commodore has just launched a new games pack to promote the machine, and there's a great many promising games to be released (like Batman: The Movie, we hope), and rereleased (like Pitstop II).

LM



THE AXEMAN RETURNETH?

Dear Lloyd,
Just a quick word on a subject which hasn't been mentioned for quite a while.

The subject: Diaries of games
The quick word: Brilliant

Can't get much quicker than that, can you? Anyway, the Andrew Braybrook diaries were both brilliant, Jeff Minter's one was good, the one currently being run in TGM is great, but the greatest diary ever to grace the pages of any magazine has to be the one by Martin Walker.

However, I assume that, regretfully, there must only be a few months of this one left to run, 'cos it's been running for some time. I also assume that you may be looking for another diarist in the near future, so I thought I'd help you find someone (this is my community service bit!), what we need for the new diarist is someone with a bit of pizzazz (hope that's spelt right, for some reason it wasn't in my dictionary!).

Let's see, what we need is a great games writer, someone who knows the insides of the 64 pretty well (even from the outside!) and who can come up with some brilliant ideas and programming routines. Also the person would need to be able to write the diary well, come up with some brilliantly funny things to say yet still explain his programming routines clearly. It would help if this person could maybe do other things as well, like do great graphics, magic music and create startling sound effects (for you techno folk out there who are unsure as to the meaning of the last two words, let me explain in more detail – SFX, there, you understand now doncha).

Hmm, this is gonna be tricky, there must be someone who can match the criteria that I've set out, just let me think for a minute, (. . . 57 . . . 58 . . . 59 . . . 60)

Ah yes, got it, I know, how about that wild, crazy and hilarious Martin 'axeman' Walker fella.

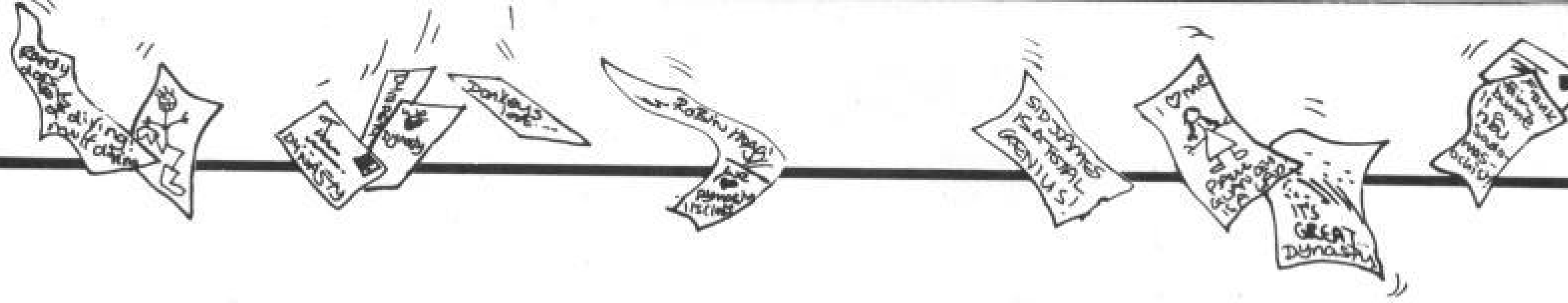
Sign 'im up now.

Keith 'Squeak' McLeman, Fraserburgh, AB4 5RJ

PS. About the charts, I can handle them being stuck out of the road somewhere, but no music charts? It's too much for a body to take (honest).

Martin Walker says 'thank you, very much' and the cheque's in the post no doubt.
LM





AMAZING NEW CONSOLE TO TRASH AMIGAS!

Dear Lloyd,
Some important information has come my way.

Throw away your Amigas, throw away your STs (if you haven't already) and throw away your Archies. The latest super console from Japan is just about to become available to you in the UK. And no, I'm not talking about your piddling PC Engines, Konix Systems and CDIs. The latest console, the Law Sung 5x7965 has over 2 billion colours, produces 96 channel stereo sound, contains 96 processors and has games with images the quality of feature films. The Computer Industry will never be the same. And all this for only £149.99.

But seriously though, don't you think you and all the other magazines are slightly over-reacting to all these CD ROM and Konix systems. Last year it was 'throw away your computer and buy a Sega or Nintendo System', well I'll be sticking to my old miggy (Amiga to you mate) and C64.

Lawson Davies, Pencoed CF35 5LR

PS. Loved issue 50, it was even better than it usually is, the cassette was great, but why £1.60, could you stick at £1.50 like all the other mags?

After a bit of a lull in the dazzling pace of new technology during the monopoly of the C64 and Spectrum we're now being deluged with new gadgets. The PC Engine, and new, 16-bit Sega and Nintendo systems are all packed with impressive technology, of course. But games are the important thing, and the PC Engine's suffered rather surprisingly here. After the mind-boggling R-Type *there's been very few games to make anywhere near as good use of the machine. That may change, but after seeing Psygnosis's* Beast *I doubt any other machine's going to replace the miggy as the upgrade machine for C64 owners. And in any case, any computer's also going to have a decisive edge in flexibility over keyboard-and-'save game' lacking consoles. Still, with Atari's launch of a hand-held colour console running at 16MHz (three times as fast as an Amiga) pessimists can keep worrying for a while yet.*
LM

THE TIPS INDEX FAN CLUB II

Dear Lloyd,
I've only been getting ZZAP!!! for about a year now but after last months RRAP!!! I just couldn't agree more.

I would just love to have a total tips book, nothing but great juicy tips. I would be willing to pay up to a tenner for it and so would most of my mates with a 64. Please Lloyd, try to convince the fatties upstairs to print one. People like myself who haven't been getting ZZAP!!! for long would leap at the opportunity. And no, I've got more brains than to cut out the tips sections, it just ruins the mag. So come on now at least 2 (den den den) people will buy it. If they still refuse (the fatties upstairs that is) to print one, give em a big poke from me!!!!

Andy Connolly, Leigh, WN7 3QN

For the record 'the people upstairs' are more downstairs more than anything else, and of course exceedingly fit and slender. So now my job's secure I can say that while we've had a quite few letters supporting the tips book idea, we haven't had quite the deluge necessary to justify it just yet. Keep writing in, tips fans!
LM

BANNED!?

Dear Lloyd,
As you probably said yourself, it is the readers' opinion of what should be in the magazine and what should not be.

But I cannot recall a whole barrage of letters asking for reviews of games NOT to be published if they are for the age of 18 or over.

Surely there must be readers in this age group, who would be enlightened to have these kind of reviews in their favourite magazine. In which they could easily obtain from other computer magazines and ignore ZZAP!

Your magazine is brought from readers of all ages and to review these types of games, will mean a superb top class computer magazine for everyone to enjoy.

Darren Burky, Fleet, GU13 9BS

The only game I'm aware of with an '18' rating is CRL's Jack The Ripper, *which was reviewed. And the only point of that '18' rating, really, was publicity since by far the biggest market is for 'U' games. So if you know of any superb '18' rated games, tell us about them and we'll see if we can do a review.*
LM

OLDIES ARE THE BEST?

Dear Lloyd,
I own a CBM64, Amiga, 2 printers, 4 monitors (yawn!) and I'm a good liar!

No, seriously I own a CBM64 and a year ago I brought a mag called Commodore User (ready!). I thought it was brilliant (aim!) until it changed to Amiga (hold it!). I stopped buying it and was going to give up on mags (aw!) until I saw ZZAP! (hurrah). It is mega-cool (liar!). I am now a loyal supporter of ZZAP! (for now anyway).

Now for the questions (moan!). Could you please tell me what is the best golf game (fore!) and the best basketball game on the market at the moment? (that's it!).

Tony Leahy, Cobh, Eire

PS. And if I hear another Irish joke I'm going to break down (aw!). By the way do you remember Euro '88 – up the Irish!

Thank you for your compliments and loyalty (for now), Tony. To answer your questions, the oldies remain the best with the **Leaderboard** ***series offering the best golf game (especially*** **World Class*)*** ***and*** **International Basketball** ***the best, eh, basketball. Standby, though, for Cinemaware's*** **TV Sports Basketball** ***later in the year. And as for the '88 European Championship, it just shows what a good English manager can do, doesn't it!***
LM

PATHETIC EXCUSES

Dear Lloyd,
This is to all the pirates who have the pathetic excuse of 'Oh, most of the games on the market are not worth a tenner anyway, most of them are of very poor quality. Blah, blah. . . . .'

I have one thing to say WHAT THE HELL DO YOU THINK ZZAP'S FOR? Perhaps if you read it you could see which games were good and 'worth a tenner'. Maybe you just can't read?

James Newcombe, Southampton SO2 8NR

NB. Pirating is a self-indulgent, selfish, non-excusable sham. I have well over 75 original games that are all brilliant. I brought them with the help of ZZAP! and I am very proud of my collection. I wonder if there is one hacker who is proud of his collection of instruction-less black disks, I don't think so.

Neither do I. If there is one thing that could kill off home computers like the Amiga it's piracy, and no, I'm not kidding. Psygnosis reckon there are ten pirate copies for every single game they sell. Unsurprisingly then they're looking to get into consoles where there's virtually zero piracy. In the US console software earns billions of dollars, so any pirates out there bear in mind everytime you copy a disk you make it that much more likely software producers will switch to inflexible, but piracy proof consoles.
LM

Another Rrap! finished and rather than coming up yet another elegant way of bidding you farewell, I'm off home where a comfy garden chair and a carton of ice-cold orange juice are eagerly awaiting my arrival. Letters to be perused for the very next Rrap should be sent to Lloyd Mangram, ZZAP! Rrap, PO Box 10, LUDLOW, Shropshire, SY8 1DB and will be cooled to minus 10 degrees before being handed on to your very special contact on the ZZAP! team.

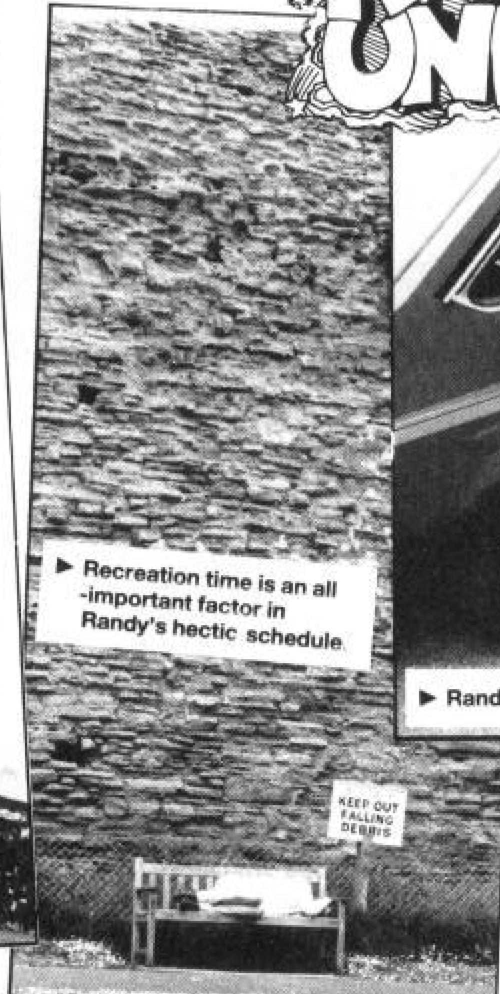
A DAY IN THE LIFE....

RANDY UNEARTHED

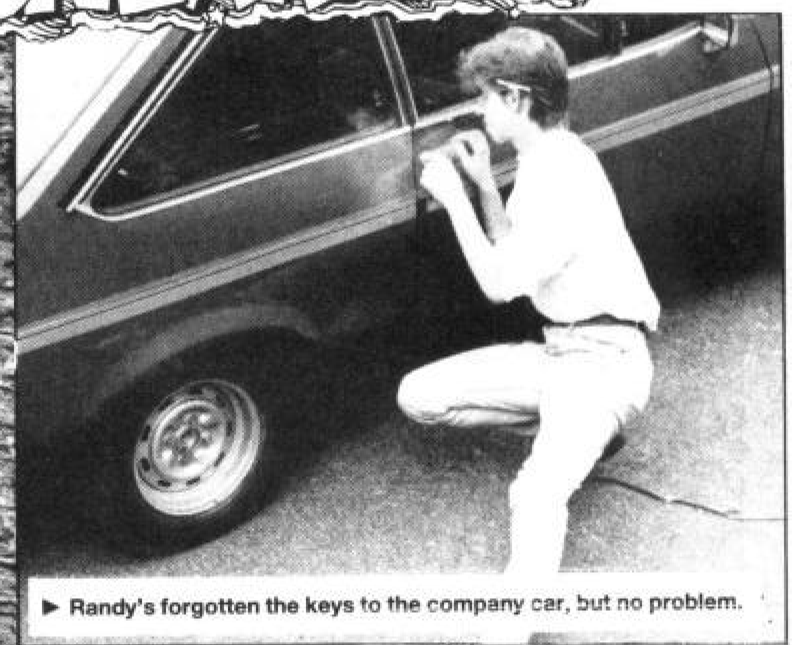
THE AFTER-NOON!



► Right then, back to the daily grind.



► Recreation time is an all-important factor in Randy's hectic schedule.



► Randy's forgotten the keys to the company car, but no problem.



► 'Oh come on officer, all I said was . . .'



► Just a few moments to stock up on life's little necessities.



► It's a hard life, and Randy's been enjoying too much of it!



► 'Phew!,' exclaimed the gorgeous Easington superstar. 'It was all a dream!'



► 'Well, almost!'

S·D·C 60 Boston Road, London, W7 3TR

Other branches — 309 Goldhawk Road, London, W12 8EZ
18 Market Square, Leighton Buzzard, Beds
Unit 33/34, Romford Shopping Hall, Market Street, Romford, Essex
(OPEN 7 DAYS 10 am – 8 pm)

BUY BY PHONE
01 741 1222
01 995 3652
0525 371884

PRICE PROMISE
If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be the current issue). Price Promise does not apply to other companies 'Special Offers.'

ENQUIRIES
01 567 7621

C64

	RRP	OUR PRICE
AFTERBURNER	9.99	7.50
BARBARIAN II	9.99	6.99
BATMAN	9.99	5.99
BLOODWYCH	9.99	6.99
CARRIER COMMAND	14.95	10.99
DENARIS	9.99	7.50
DOUBLE DRAGON	9.99	6.99
DRAGON NINJA	9.99	6.50
ELIMINATOR	7.99	5.99
EMLYN HUGHES INTERNATIONAL SOCCER	9.99	6.99
FLIGHT SIMULATOR II	19.99	13.99
FOOTBALL DIRECTOR	9.99	6.99
FOOTBALL MANAGER II	9.99	6.99
FOOTBALL MANAGER II EXPANSION KIT	7.99	5.99
FORGOTTEN WORLDS	9.99	7.50
GARY LINEKER'S HOT SHOTS	9.99	7.50
GUNSHIP	14.99	10.99
HOSTAGES	9.99	6.99
HUMAN KILLING MACHINE	9.99	7.50
JOURNEY TO THE CENTRE OF THE EARTH	9.99	7.50
KENNY DALGLIESH SOCCER MANAGER	9.95	6.99
KICK OFF	9.99	6.99
L.E.D. STORM	9.99	7.50
LAST NINJA II	12.99	6.99
MICROPROSE SOCCER	14.99	10.99
MUNCHER	9.99	7.50
NAVY MOVES	9.99	7.50
OPERATION NEPTUNE	9.99	6.99
OPERATION WOLF	9.99	6.50
PACMANIA	9.99	6.99
PHOBIA	8.99	5.99
PRO SOCCER SIMULATOR	9.95	6.99
R-TYPE	9.99	6.99
REAL GHOSTBUSTERS	9.99	7.50
RED HEAT	9.99	6.50
RED STORM RISING	14.99	10.99
REALM OF THE TROLLS	9.99	7.50
RENEGADE II	9.99	6.50
ROBO COP	9.99	6.50
RUN THE GAUNTLET	9.99	6.99
RUNNING MAN	9.95	6.99
SKATEBALL	9.99	7.50
SPEEDBALL	9.99	6.99
STAR TREK	9.99	6.99
STORMLORD	9.99	6.99
TIME SCANNER	9.99	7.50
TITAN	9.99	6.99
TRACKSUIT MANAGER	9.95	6.99
VIGILANTE	9.99	7.50
VINDICATORS	9.99	6.99
WAR IN MIDDLE EARTH	9.99	6.99
WEC LE MANS	9.99	6.50
WEIRD DREAMS	14.99	10.99
XENON	9.99	6.99
ZAK McKRAKEN	9.95	7.50

SPECIAL OFFERS

	RRP	OUR PRICE
1943	9.99	6.50
ARENA	7.99	0.50
ARKANOID II	8.99	4.99
BIONIC COMMANDO	9.99	5.99
CAPTAIN BLOOD	9.99	2.99
DAREDEVIL DENNIS	7.99	0.75
DOUBLE TAKE	8.99	1.99
EMPIRE STRIKES BACK	9.99	3.99
FIREFLY	8.99	3.99
FOOTBALL DIRECTOR	8.95	1.99
FOUR SOCCER SIMULATOR	9.99	4.99
IMOTEP HEAD CLEANER	9.99	0.70
JAIL BREAK	8.99	1.99
KENSINGTON	9.99	0.99
L.C.P.	9.99	0.70
LAUREL & HARDY	8.95	0.75
LORDS OF MIDNIGHT	9.99	0.99
MATCHDAY II	9.99	4.99
RECORDS FILE (FOOTBALL DIRECTOR)	7.99	1.99
RETURN OF THE JEDI	9.99	4.99
SPITTING IMAGES	9.99	2.99
SPLIT PERSONALITIES	8.99	1.99
STAR WARS	9.99	3.99
TIGER ROAD	8.99	4.99
VIEW TO A KILL	2.99	2.99
VINDICATOR	8.99	3.99
ZIM SALASIM	9.99	0.99

C64

COMPUTER CLASSICS
Only £3.99
ZYNAPS + DYNAMITE DAN + ALIENS (US) + CAULDRON + INTO EAGLES NEST

FIVE STAR III
Only £4.99
TRAPDOOR + URIDIUM + TAU CETI + FIRELORD + S F HARRIER + ALIENS (US) + WAY OF EXPLODING FIST

BEST OF ELITE 1
Only £4.99
BOMB JACK + AIRWOLF + FRANK BRUNO'S BOXING + COMMANDO

LIVE AMMO
Only £6.50
GREAT ESCAPE + TOP GUN + GREEN BERET + RAMBO + ARMY MOVES

SUPREME CHALLENGE
Only £7.99
ELITE + STARGLIDER + SENTINEL + ACE II + TETRIS

SPECIAL ACTION
Only £6.99
CAPTAIN BLOOD + SDI + DALEY'S OLYMPIC CHALLENGE + DRILLER + VINDICATORS

AMIGA

PRECIOUS METAL
Only £13.99
CAPTAIN BLOOD + XENON + CRAZY CARS + ARKANOID II

HIT DISK II
Only £15.99
TIME BANDIT + MAGOR MOTION + LEATHER NECK + TANGLEWOOD

COMPUTER HITS TWO
Only £9.99
TETRIS + JOE BLADE + GARDEN PATH + BLACK SHADOW

MEGA PACK 1
Only £16.99
CAPTAIN BLOOD + BLACKLASH + PURPLE SATURN DAYS + SPIDERTRONIC

EXCLUSIVE COLLECTION
Only £14.95
Eliminator + Zynaps + Wanted + Action Services

PREMIER COLLECTION
Only £18.99
Exolon + Zynaps + Netherworld + Nebulus

AMIGA

	RRP	OUR PRICE
ALIEN LEGION	24.99	15.99
ARCHIPELAGOS	24.99	15.99
AVRAMS BATTLETANK	24.99	17.99
BALANCE OF POWER 1990	24.99	15.99
BATMAN	24.99	15.99
BATTLETECH	24.99	15.99
BLACK CAULDRON	24.99	17.99
BLOOD MONEY	24.99	15.99
DARKSIDE	24.99	15.99
DEMONS WINTER	24.99	17.99
DOMINATOR	19.99	14.99
DRAGON NINJA	24.99	15.99
DUEL (TEST DRIVE II)	24.99	17.99
F16 COMBAT PILOT	24.99	15.99
F.O.F.T	29.99	21.99
GRAND MONSTER SLAM	19.99	14.99
GUERILLA WARS	24.99	15.99
HAWKEYE	19.99	12.99
KICK OFF	19.99	12.99
KULT	24.99	17.99
LAST DUEL	14.99	11.99
LICENCE TO KILL	19.99	12.99
MILENNIUM	24.99	17.99
NAVY MOVES	24.99	17.99
NEW ZEALAND STORY	24.99	15.99
PHOBIA	24.99	15.99
PIRATES	24.99	15.99
R.V.F. HONDA	29.99	21.99
RED HEAT	24.99	15.99
ROBOCOP	24.99	15.99
RUN THE GAUNTLET	24.99	15.99
SHENOBI	19.99	12.99
SKWEEK	19.99	12.99
SLAYUM	29.99	24.99
SLEEPING DOGS LIE	24.99	15.99
SPACE QUEST III	24.99	17.99
SUPER SCRAMBLE SIMULATOR	24.99	17.99
TARGHAN	24.99	15.99
THUNDERBIRDS	24.99	15.99
TIME SCANNER	24.99	17.99
TOTAL ECLIPSE	24.99	15.99
VOYAGER	24.99	15.99
WEIRD DREAMS	24.99	15.99
WICKED	24.99	17.99
XENON II – MEGABLAST	24.99	15.99
XYBOTS	19.99	12.99

SPECIAL OFFERS

	RRP	OUR PRICE
ACTION SERVICE	19.99	5.99
ALTERNATIVE REALITY	24.99	6.99
BACKLASH	19.99	4.99
BILLIARDS SIMULATION	19.99	4.99
BIO CHALLENGE	19.99	13.99
BRIAN CLOUGH'S FOOTBALL	24.99	6.99
BOMBUZAL	24.99	9.99
CAPTAIN BLOOD	24.99	8.99
CASINO ROULETTE	19.99	3.99
COLOSSUS CHESS X	24.99	14.99
CRASH GARRETT	19.99	3.99
CRAZY CARS II	24.99	14.99
DRILLER	24.99	8.99
ELIMINATOR	19.99	6.99
EMPIRE STRIKES BACK	19.99	8.99
ESPIONAGE	19.99	4.99
FALCON	29.99	18.99
GROWTH	14.99	3.99
HARDBALL	24.99	7.99
HOSTAGES	24.99	9.99
KING OF CHICAGO	29.99	9.99
KRISTAL	29.99	11.99
OPERATION NEPTUNE	24.99	9.99
PACLAND	24.99	9.99
PETER BEARDSLEY'S INT SOCCER	19.99	7.99
PURPLE SATURN DAYS	24.99	7.99
RETURN OF JEDI	19.99	8.99
RISING SUN	29.99	18.99
RUNNING MAN	24.99	14.99
SPITTING IMAGES	19.99	4.99
TEENAGE QUEEN	19.99	7.99
THREE STOOGES	29.99	8.99
TRIVIAL PURSUITS NEW BEGINNING	19.99	7.99
VINDICATORS	19.99	8.99
WANTED	19.99	4.99

S.D.C. BARGAIN SOFTWARE ORDER FORM (ZZAP AUGUST)

Please send the following titles. BLOCK capitals please!

Type of computer	
Title:-	Amount
Total Enclosed £	

Name ....

Address ....

....

....

Post code ....

Tel. no. ....

Please make cheques or postal orders payable to S.D.C.
P & P 50p per tape for under £5.00; over £5.00 P & P is FREE... Europe please add £1 per tape.
Elsewhere please add £1.50 extra per tape.

VISA

GET THE NET OUT, LADS – HERE COMMS *RANDY!*

Hiya again, friends. I've had a number of favourable reports concerning last issue's Here Comms *Randy*, which I am over the moon about. It certainly seems as if I'm slowly but surely achieving exactly what I set out to do – to produce a Compunet section which is not only useful to Netters, but also an enjoyable read to the majority of ZZAP! readers. Of course, I'm always on the lookout for comments and criticisms, so if you have anything to say, write to me and SAY IT!

WHAT'S A NICE ED LIKE YOU DOING IN A PLACE LIKE THIS?

The Borough, Sunderland, to be precise. There I was, little old me, standing in a quiet bar in the middle of my home town, waiting to meet one of the computer world's largest celebs – unfortunately, **Pete Hardcastle** walked up to me just as I was about to get to the mirror.

Pete is Compunet's all-singing, all-dancing, all-new editor. Read on and witness the conversation which ensued, the beverages which were ordered, and the toilet activities which followed.

DRINK, PETE?
Yeah, go on. Half a lager, ta.

(at which point, Paul strides purposefully over to the barmaid and purchases said liquid refreshment)

SO, HOW LONG HAVE YOU BEEN EDITOR OF COMPUNET THEN?
Let's see . . . about ten weeks. Say three months; it sounds better.

WHAT ARE YOUR DUTIES AS EDITOR?
Mainly, I've got to keep the network clean and tidy – what I mean by that is moving uploads around to whichever directory they should be in, because people will upload stuff anywhere!

I've got to look after the users, making sure I answer mailboxes, that sort of thing. Refereeing takes up a fair amount of time (especially in the ZZAP! dir!) whenever arguments arise. I have to eliminate any bad language and general abuse which occurs on the Net. Generally I've just got to be online from six in the evening, to sort out people's problems.

HOW DID YOU GET THE JOB?
I actually started as a common-or-garden user, and it stayed that way for around three years, with me contributing regularly to the system. I was approached with the offer of editorship when the then editor, **Jane Firbank, left.**

IT MUST HAVE BEEN DIFFICULT HAVING OVERALL CONTROL AFTER SPENDING SO MUCH TIME AS A USER.
It can become a bit hairy at times, especially if there's an argument going on, or something's been uploaded which shouldn't have been. The problem is that, because of the amount of time I spent as a user, I have got to know a lot of the people who come onto the system, who think of me as 'one of the boys'. That's fine in some respects, as it allows me to converse with the folks. Unfortunately, there are times when I do have to lay down the law, and some of the guys don't like that.

DO YOU HAVE ANY FAVOURITE FRIENDS ON COMPUNET?
I shouldn't really tell you this, but I've always found **Top-Cat** an excellent user. He's good for the Net, regularly contributing utilities and such. He's recently completed the Pro-Chat software, and is currently working on the new program to revamp the duckshoot at the bottom of the Compunet screen. There, he'll get all bigheaded when he sees this.

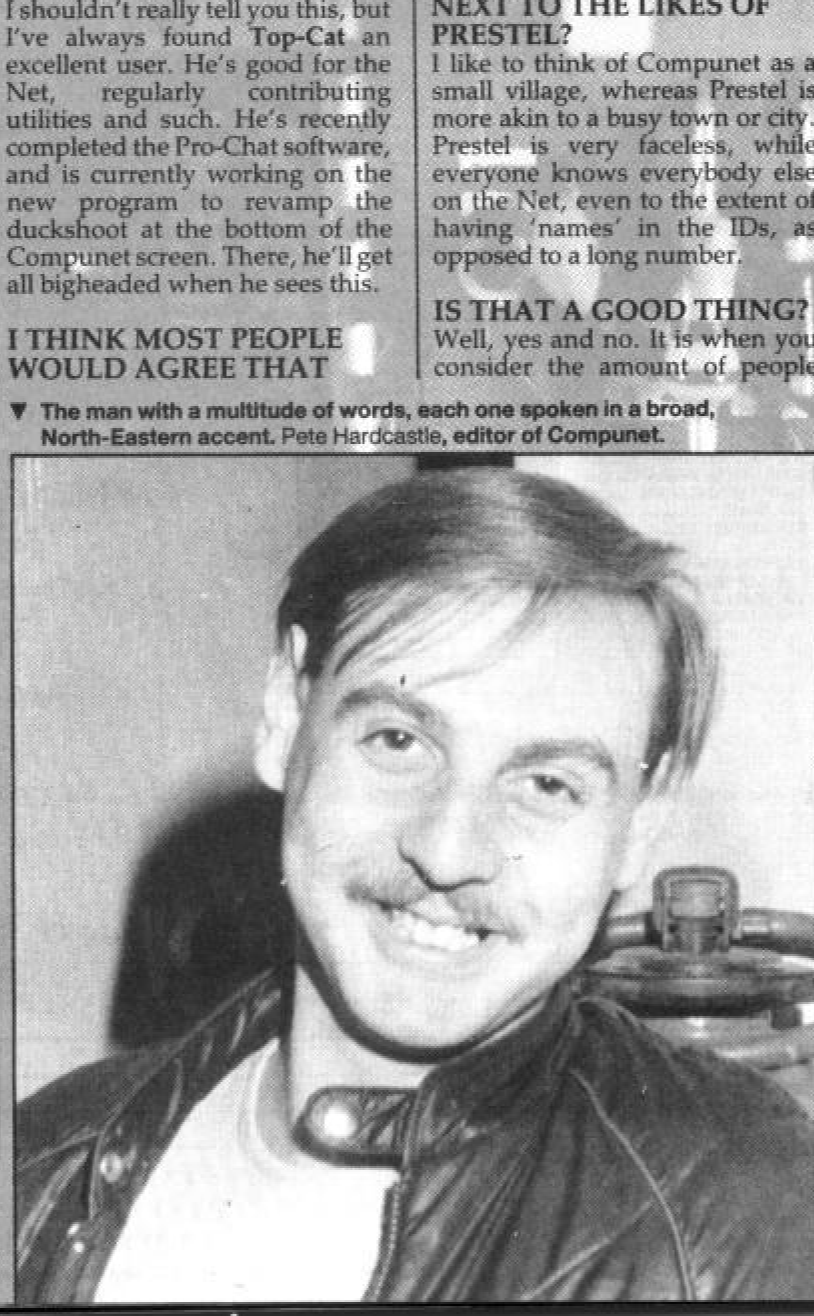
I THINK MOST PEOPLE WOULD AGREE THAT COMPUNET IS A PRETTY WELL-ESTABLISHED SERVICE. EXACTLY HOW MANY USERS DOES THE SYSTEM CONTAIN?
Outrageous figures are bandied about for all networks, such as 20,000 for Prestel. And while a similar sum is claimed for Compunet, it's a realistic presumption that the actual figure is considerably less. Of course, being editor for such a short space of time, I can't be absolutely certain, but judging by the same old ID's appearing night after night, I personally feel that five figures is a substantial overestimate.

AND HOW MANY OF THOSE CAN BE LOGGED ONTO THE NETWORK AT ONCE?
Sixty-four people can access the system at any one time. And while that may not sound a lot, a lot of those people don't stay for more than fifteen minutes at a time. I'd say that if you spent a week watching nothing but the list of ID's appearing on 'Net-who', you'd see around three hundred different names during that time.

HOW WOULD YOU COMPARE COMPUNET NEXT TO THE LIKES OF PRESTEL?
I like to think of Compunet as a small village, whereas Prestel is more akin to a busy town or city. Prestel is very faceless, while everyone knows everybody else on the Net, even to the extent of having 'names' in the IDs, as opposed to a long number.

IS THAT A GOOD THING?
Well, yes and no. It is when you consider the amount of people

▼ **The man with a multitude of words, each one spoken in a broad, North-Eastern accent.** Pete Hardcastle, **editor of Compunet.**



you can 'mEet' through using Compunet. Of course, just like every small village, Compunet does have its trouble-makers and gossip-mongers, but that's just a fact of life, isn't it?

IT SEEMS AS IF THE POPULAR AREAS OF COMPUNET, PARTYLINE FOR INSTANCE, ARE CONTINUALLY BREAKING DOWN. ANY REASON BEHIND THIS?
Hmmm, not much I can say on this one, as negotiations are going on to come to a reasonable compromise on the matter. I'll just tell you that ISTEL, which is the telephone network that Compunet runs under, has shown increasingly poor performance over the past few months. Apart from adding that talks are underway to attempt to rectify the problem, that's all you're getting out of me for that one.

OH WELL, I TRIED. ANYWAY, I'LL HAVE TO GO NOW – A JOURNO'S LIFE AND ALL THAT. TILL NEXT TIME, THEN.

(And with that, the obligatory goodbyes were passed between the two parties, and each went about their normal daily business. Except Paul, who beat a hasty retreat back to Easington to engage in a lewd evening out with his friends . . .)



▲ You too can bathe with this woman AGAIN!

HERE COMMS . . . THE ZZAP! LOGO COMPO!

Those of you who follow the ZZAP! Dir will have realised that I have been running a little comp-ette, through the Net, to design a new ZZAP! masthead.

The response to the compo was, although not staggering, a lot better than I expected, with some particularly 'interesting' entries cropping up here, there and everywhere (don't you people upload things where they're ought to go?). Anyway, here is a liberally chosen selection of what was on offer.



◄ NUTT '67 (Mr Fantasy). **Almost as fantastic as the handle, Nutt!**



▲ DAZ (D. Russell). **Simple but effective, was my view.**



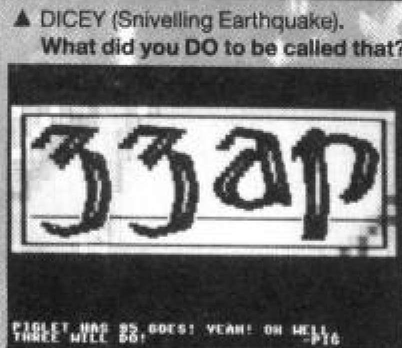
▲ AIDAN (Aidan Heritage). **A good 'un there, Aid!**



▲ DICEY (Snivelling Earthquake). **What did you DO to be called that?**

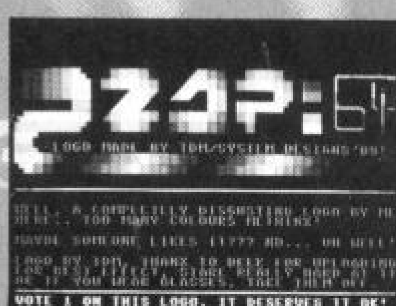


▲ DICEY (Snivelling Earthquake). **ANOTHER one? Tut tut!**



▲ PIGLET (Ben Gladman). **Well thought out, I, er, thought.**





◄ PIGLET (Ben Gladman). **Greedy! Two in one go!!!**



Commiserations to those of you whose pics weren't printed – lack of space etc. Yeah, I bet you're all dying to know who won, then. The lucky ducky who picks up a ZZAP! £50 software voucher is **PIGLET (Ben Gladman)**, so now you can rush round and shout to all your pals that you've been a bit lucky for once.

Oh yeah, **WHIPPET (C Birch)**, you win a prize for your 'interesting' contribution. A copy of a Top Ten title of my choice will be winging its way to you as soon as you get in touch with your address.

Alas, Here Comms *Randy* shall be notable by its absence next month, as I take a well-earned break for the summer. Fear not though, as I shall be steering the good ship Rand back into port to berth in the October issue. In the meantime, don't forget to check out the ZZAP! dir (GOTO ZZAP) and upload a frame or two. who knows, you may be featured in the mag, or win a prize, or something. So, until our next excursion, au revoir.

DIGITAL DREAMS

	64 CASS	64 DISK	AMIGA		64 CASS	64 DISK	AMIGA
4th & INCHES........	6.99	--.--	14.95	KULT................	-.--	--.--	16.45
4X4 OFF ROAD RACING.	6.45	9.99	14.95	THE KRISTAL.........	-.--	--.--	21.95
A QUESTION OF SPORT.	9.99	14.95	--.--	LAST NINJA 2........	8.75	9.99	--.--
ACTION SERVICE......	6.45	9.99	14.95	LORD OF THE R.SUN...	-.--	--.--	18.95
AFTERBURNER.........	6.45	9.99	14.95	LED STORM...........	6.95	10.99	14.95
ALIEN SYNDROME......	6.45	9.99	18.95	MILLENNIUM 2.2......	-.--	--.--	16.45
ARCHIPELAGOS........	-.--	--.--	14.90	MERCENERY BUNDEL....	-.--	--.--	45.95
ARMALYTE............	6.45	8.75	--.--	GRAND MONSTER SLAM..	-.--	--.--	14.95
BALANCE OF POWER....	-.--	--.--	14.90	NEBULUS.............	6.45	9.99	14.95
BARBARIAN II........	6.45	8.45	13.25	OPERATION WOLF......	6.45	9.99	16.45
BATMAN..............	6.45	8.75	15.99	OUTRUN..............	6.45	8.45	14.45
BLASTEROIDS.........	6.45	9.99	16.45	PACMANIA............	6.45	9.99	14.95
BLOOD MONEY.........	-.--	--.--	16.95	PHOBIA..............	5.99	8.99	14.95
BOMBUZAL............	6.45	8.75	16.45	POPULOUS............	-.--	--.--	16.45
BUGGY BOY...........	5.99	9.99	18.95	P.O.W...............	-.--	--.--	21.95
BUTCHER HILL........	6.45	9.99	14.95	POWERDROME..........	-.--	--.--	16.45
BATTLEHAWKS 1942....	-.--	--.--	19.80	PROJECT FIRESTART...	-.--	9.99	--.--
CAPONE..............	-.--	--.--	21.95	PURPLE SATURN DAY...	-.--	--.--	16.45
CARRIER COMMAND.....	9.99	14.95	16.45	R-TYPE..............	6.45	9.99	16.45
CAVEMAN UGH-LYMPICS.	6.45	9.99	--.--	ROADBLASTERS........	6.45	--.--	16.45
CYBERNOID...........	6.45	9.99	14.95	ROCKET RANGER.......	-.--	14.95	21.95
CYBERNOID II........	6.45	9.99	14.95	RENEGADE III........	6.95	--.--	--.--
DARK SIDE...........	6.45	8.75	14.95	ROBOCOP.............	6.45	9.99	16.45
DEJAVU II...........	-.--	--.--	16.95	RUN THE GAUNTLET....	6.45	9.99	16.45
DENARIS.............	6.95	10.99	14.95	SALAMANDER..........	6.45	9.99	--.--
DIGI VIEW GOLD......	-.--	--.--	99.95	SAVAGE..............	6.45	8.45	14.45
DRAGONS LAIR........	-.--	--.--	29.95	SHOOT EM UP CONST.KT.	9.95	14.95	16.45
DOMINATOR...........	6.45	9.99	14.95	SILKWORM............	6.45	9.99	14.95
THE DUEL:TEST DRIVE.	6.45	9.99	16.90	SPACE HARRIER.......	-.--	--.--	14.95
ELITE...............	-.--	--.--	16.45	SPEEDBALL...........	6.45	9.99	16.45
EMANUELL............	-.--	--.--	14.95	STRIKEFLEET.........	-.--	9.99	--.--
EMLYN HUGES INT.SOC.	6.45	8.75	--.--	STARGLIDER II.......	-.--	--.--	16.45
F16 FALCON..........	-.--	--.--	20.95	STAR RAY............	8.25	9.99	16.45
F.O.F.T.............	-.--	--.--	19.95	STORM ACROSS EUROPE.	-.--	16.99	--.--
FISH................	-.--	14.95	16.45	STORMLORD...........	6.95	9.95	--.--
FLIGHT SIM II.......	-.--	--.--	29.95	SUPER HANG-ON.......	-.--	--.--	16.45
FORGOTTEN WORLDS....	6.45	9.99	14.95	TEENAGE QUEEN.......	-.--	--.--	14.95
GFA BASIC INT.V3.0..	-.--	--.--	49.95	THE REAL GHOSTBUST..	6.95	10.95	16.95
GOLDRUNNER II.......	-.--	--.--	14.95	THUNDERBLADE........	6.45	9.99	16.45
GUN.................	-.--	--.--	39.95	TOTAL ECLIPSE.......	6.45	8.75	16.45
GUNSHIP.............	9.99	14.95	16.45	TV SPORTS FOOTBALL..	-.--	--.--	21.95
HAWKEYE.............	6.45	8.75	14.95	VIGILANTE...........	6.45	9.99	14.95
HOLLYWOOD POKER PRO.	-.--	--.--	16.95	VINDICATORS.........	6.45	8.75	14.95
IMPOSSIBLE MISS.II..	6.45	9.99	14.95	VOYAGER.............	-.--	--.--	14.95
INCREDIBLE S.SPHERE.	6.45	9.99	16.95	WAR IN M.EARTH......	6.45	9.99	14.95
INGRID'S BACK.......	9.99	9.99	15.50	WEC LE MANS.........	6.45	9.95	15.95
JOAN OF ARC.........	-.--	--.--	16.95	WICKED..............	-.--	--.--	16.95
JOURNEY t.t.C.o.t.E.	6.45	9.99	16.95	ZAK McKRAKEN........	-.--	9.99	16.45
KICK OFF............	-.--	--.--	15.50	ZANY GOLF...........	-.--	--.--	16.95

PLEASE STATE FORMAT REQUIRED WITH YOUR ORDER. PRICES INC. VAT & P&P (UK). EEC Add £1.00 per tape/disk. World Add £2.00 per tape/disk. CHEQUES & P.O. PAYABLE TO DIGITAL DREAMS. PLEASE PRINT YOUR ADDRESS ON YOUR ORDER CLEARLY AND SEND TO: DIGITAL DREAMS
31 TOWNSEND ROAD (MAIL ORDER ONLY)
LONDON N.15 4NT.

CINTRONICS LTD

STRATEGY ADVENTURES & SIMULATIONS

Commodore 64/128 discs

SSI		EOA	
BATTLE GROUP	£22.95	BARDS TALE II or III	£14.95
BATTLE OF ANTIETAM	£22.95	DEATHLORD	£12.95
BATTLES OF NAPOLEON	£17.95	NEUROMANCER	£14.95
DEMONS WINTER	£14.95	WASTELAND	£14.95
ETERNAL DAGGER	£14.95		
FIRST OVER GERMANY	£17.95		
FORTRESS	£11.95	**INFOCOM**	
GEMSTONE HEALER	£14.95	BATTLE TECH	£12.95
GEOPOLITIQUE 1990	£11.95	HITCHHIKERS GUIDE	£11.95
GETTYSBURG	£22.95	LEATHER GODDESSES	£11.95
HILLS FAR	£14.95	WISHBRINGER	£11.95
OVERRUN	£17.95		
PANZER GRENADIER	£22.95	**SSG**	
PANZER STRIKE	£22.95	AMERICAN CIVIL WAR I	£14.95
PHANTASIE III	£14.95	AMERICAN CIVIL WAR II	£14.95
POOL OF RADIANCE	£17.95	AMERICAN CIVIL WAR III	£14.95
QUESTRON II	£14.95	BATTLEFRONT	£14.95
REBEL CHARGE	£22.95	BATTLES IN NORMANDY	£14.95
RINGS OF ZILFIN	£14.95	CARRIERS AT WAR	£14.95
ROADWAR EUROPA	£14.95	EUROPE ABLAZE	£14.95
SHARD OF SPRING	£14.95	HALLS OF MONTEZUMA	£14.95
SONS OF LIBERTY	£22.95	MACARTHUR'S WAR	£14.95
TYPHOON OF STEEL	£17.95	REACH FOR THE STARS	£14.95
WAR GAME CONSTR. SET	£14.95	RUSSIA	£14.95
WARSHIP	£22.95		

FREE GAME OFFER. Order 3 or more SSI titles and get a FREE GAME. Choose from the following excellent games: Solo Flight, Roadwar Europa, PSI-5 Trading Co, Ballyhoo or The Fourth Protocol.

CLUE BOOKS: £6.95 each: BLACK CAULDRON, KINGS QUEST I, II or III, LEISURE SUIT LARRY I, MANHUNTER, POLICE QUEST I, SPACE QUEST I or II
£7.95 each: BARDS TALE I, II or III, DUNGEON MASTER, DEATHLORD, FAERY TALE, HILLSFAR, MANIAC MISSION, MARS SAGA, MASTERS COLLECTION (Black Silver & LA Crackdown), MIGHT & MAGIC, NEUROMANCER, POOL OF RADIANCE, WASTELAND, or ZAK McKRACKEN
£8.95 each: ULTIMA IV or V HINT BOOK

Mail order only. Please allow 28 days for delivery. Please make cheques and postal orders payable to CINTRONICS LTD. Free post and packaging within the UK. Europe add £2 per item. Overseas £4 per item.

CINTRONICS LTD, RICHARD HOUSE, 30-32 MORTIMER ST, LONDON W1N 7RA

24 HOUR COMMODORE 64 REPAIRS AND SPARES

TELEPHONE
04574 66555
04574 67761
04574 69499

OR BRING IT IN TO US FOR WHILE-YOU-WAIT REPAIRS - AROUND ONE HOUR

OPEN 7 DAYS A WEEK

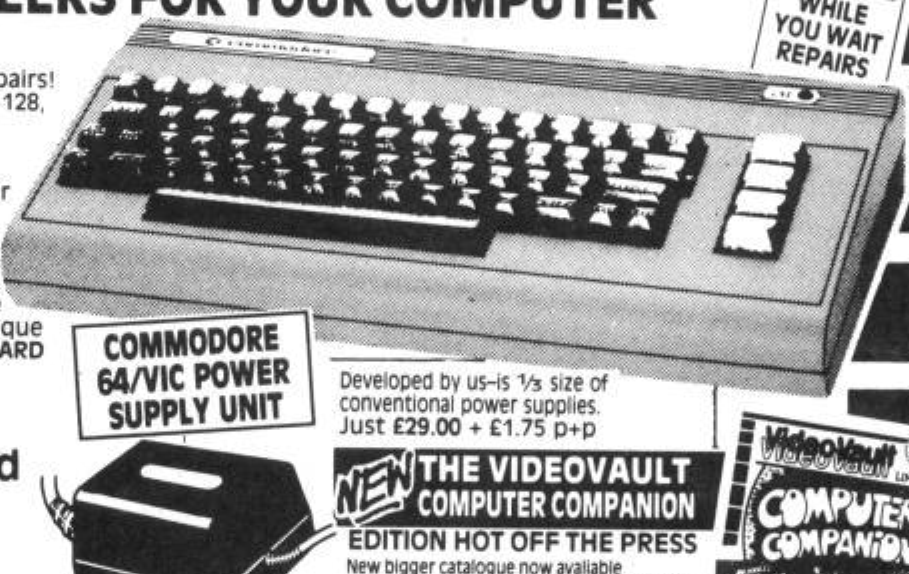
WHILE YOU WAIT REPAIRS

NEED YOUR COMPUTER REPAIRED FAST?

MANCHESTER CITY CENTRE BRANCH NOW OPEN. CALL FOR DETAILS

FED UP OF WAITING WEEKS FOR YOUR COMPUTER TO ARRIVE?

THEN WAIT NO LONGER-send your computer to us for fast repairs! We offer a full repair service on all these makes-Commodore 128, Commodore 16, Commodore Plus 4, Vic 20.
We also have spare parts available by mail order.
WE DON'T JUST REPAIR YOUR COMMODORE 64-we check loading, sound, memory, in fact fully overhaul your computer for only **£35.00**-which includes VAT, postage + packing, insurance, parts and labour. **NO HIDDEN EXTRAS.** All other models please call us for a quote on the numbers below.
HOW TO SEND YOUR COMPUTER
Just pack your computer, including power supply, in suitable packaging and send it to the address below, enclosing your cheque to the value of **£35.00-You can also pay by ACCESS/BARCLAYCARD**



COMMODORE 64/VIC POWER SUPPLY UNIT

Developed by us–is 1/3 size of conventional power supplies.
Just **£29.00** + £1.75 p+p



VideoVault Ltd

Send your computer now to-
VideoVault Ltd, Old Kingsmoor School, Railway Street, Hadfield, Cheshire SK14 8AA.
Telephone: 04574 66555/67761/69499 Head Office & Credit Card orders, queries.
Manchester 061-236 0376 while you wait repairs & spares centre only.

NEW CATALOGUE NOW AVAILABLE OVER 3,000 ITEMS

NEW THE VIDEOVAULT COMPUTER COMPANION
EDITION HOT OFF THE PRESS
New bigger catalogue now available containing over 3,000 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3x19p stamps for your free copy. Over 25 pages full of top quality products delivered to your door by return post.



WE NOW HAVE FAX: (0) 4574 68946

HAVE A NICE CHAT WITH THE ANGEL OF DEATH



ZZAP! COMP

and win the COMPLETE Advanced Dungeons and Dragons set from HEWSON.

That gal *Astaroth* is a bit on the nasty side. But not so her digital creators, **Hewson**. In fact, they're a very, very nice bunch of chaps and chapesses. So much so that they've offered a SUPER prize for this month's Hotline compo!

The revised version of the game which started the role-playing ball rolling, **Dungeons And Dragons**, is waiting for you on the other end of a telephone wire. Six rulebooks, to be precise, as well as three dungeon packs (so you have somewhere to beat monsters up!) and a pack of lead fantasy figures, to complete the illusion of 'being there'.

So that's the first prize, what else is on offer? TEN copies of *Astaroth* on Amiga, TEN posters of the game, TEN little bundles of *Stormlord* on C64 and TEN large posters of the Stormlord cover, that's what.

Blatant generosity is the key phrase here, and

0898-555081

is the number to dial, should you wish to take advantage of **Hewson**'s good nature. I just hope they realise how much you're using them, that's all!

DON'T FORGET THE FISH

All the latest news from Ken D. Fish on . . .

0898-555085

All 0898 numbers cost only 25p a minute off-peak (Mon-Fri 6pm-8am, Saturdays, Sundays and Bank Holidays) and 38p a minute standard and peak time (8am-6pm Mon-Fri).


NOW IS THE TIME TO TAKE ...
Special Action
5 ALL-ACTION CHART-BUSTERS JAMMED INTO ONE SPECIAL PACK
DRILLER
SOLID 3 Dimensional Landscapes like you've never seen before. Thanks to Freescape – it feels like you're actually there. Interact with weird alien mechanisms, avoiding the Ketars Defences and gain access to the many sections of the Moon, Mitral. Experience Driller and Freescape in action ... "A NEW 3 DIMENSIONAL REALITY!" CRASH
THE VINDICATOR
"If you've spent hours developing your trigger finger here's a game to put it to the test ... it's all action" CPC SILVER AWARD – CPC COMPUTING "each level has a high standard of graphics ... The Vindicator is an excellent game." CRASH
DALEY THOMPSON'S OLYMPIC CHALLENGE "Excellently animated with some great back-drops ... Daley Thompson's Olympic Challenge is first rate ... another gold medal winner from Ocean."
A CRASH SMASH – CRASH
S.D.I.
"The graphics are great with fast flowing backgrounds and smooth, speedy sprites. I now know what I would do if the five minute warning went off ... I would play S.D.I." F.A.B – COMPUTER GAMES WEEK
CAPTAIN BLOOD
"To sum up – Bloody excellent."
"The graphics and sound are excellent ... an intelligent strategy game."
YOUR SINCLAIR
Special Action from... ocean
AMSTRAD COMMODORE SPECTRUM £17·99 DISK
AMSTRAD COMMODORE SPECTRUM £12·99 CASSETTE
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

RESEARCH PROJECT: Binary code addiction as a means of controlling the world.
HEAD SCIENTIST: Prof NORMAN NUTZ Phd, Bsc, KP.
RESEARCH EQUIPMENT: C64, Amiga A500, Cray-2.

LAB ASSISTANT: The Geek

THE SECRET JOURNAL OF NORMAN NUTZ

(AGE 113 3/4 plus a bit more since last month)

Eureka! They say good things always come in threes, and for this Report I've had great fun playing a trio of superb adventures. Aha, you say, but they're all on the Amiga. True, but don't worry if you're a 64 owner — this is not going to become an Amiga-only section. It just happened that I simply wasn't sent any C64 games this month — I hope this situation will remedy itself soon.

In fact, British adventures on either machine seem to be few and far between at the moment (something to do with the summer slump?) while Activision and Mindscape are releasing plenty of American adventures over here. And when they're of such a high quality even a staunch patriot like me can't help whistling 'Yankee Doodle Dandy'!

During this month's experiments I've played Blackjack in Las Vegas (expectation of winning: 0.854), met friendly dwarves (height: 1.24 metres) in the underground caverns of a mystical world, and laughed myself silly exploring the wacky empire of Quendor (comedy quota: approximately 5 giggles, 3 chuckles, and one side-splitter per minute).

LAB Report

DÉJÀ VU II: LOST IN LAS VEGAS

Icom/Mindscape, Amiga £24.99



▲ Fancy a gamble in the casino?

Waking up in a Las Vegas hotel with a splitting headaches is guaranteed to send shivers down the spine. Did you really bet your life savings on roulette last night? A glance in the mirror brings ugly memories flooding back: the name's Ace Harding, private dick, and mobster Tony Malone believes you owe him $112,000.

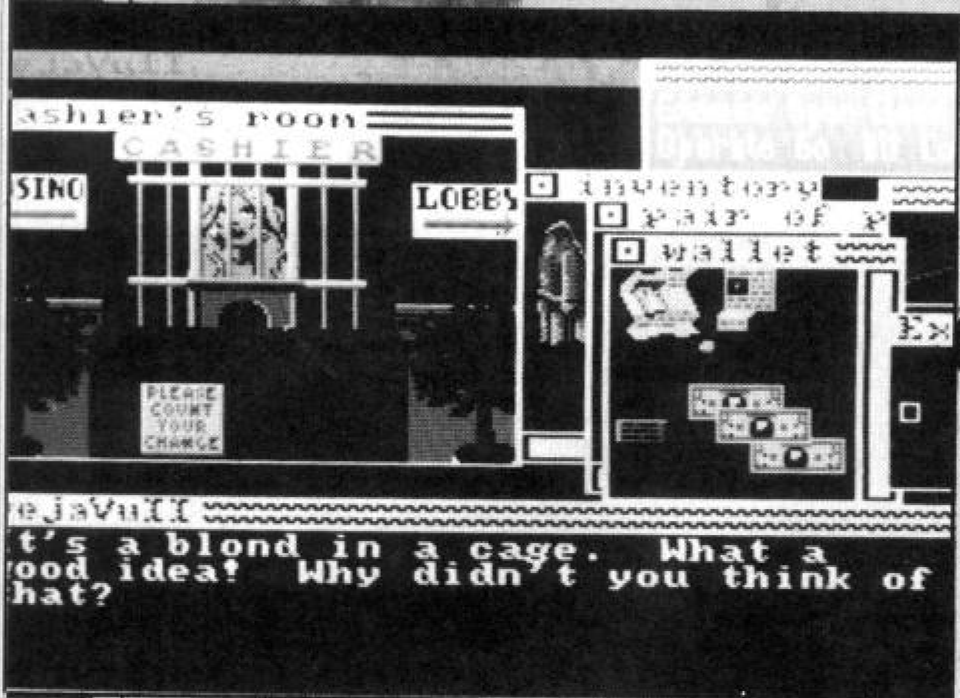
Not even you could lose that amount of money gambling, instead it's all to do with your previous adventure when you were acquitted of the murder of one of Malone's leg men. Your splitting headache comes from a 'friendly' discussion with Mr Malone, and his henchmen, last night. If you don't find his hundred and twelve grand within the next week he'll put more perforations in you than a Tetley tea bag, letting the flavour flood out (along with your blood).

During the week you're free to wander around Vegas, but just to make sure you don't make a quick getaway Malone has ordered Stogie Martin to keep an eye on you. Stogie resembles King Kong in a suit, so it's wise not to cross him.

Leaving your room, you're unsurprised to find that the 'Lucky Dice' hotel has its own casino, where you can play blackjack against any of five house players or try your luck on the fruit machines. However, getting out of the hotel isn't easy – the only two methods I found are to either hit someone or take off your trenchcoat and trousers!

Once outside, you find Las Vegas has changed a bit – apart from the hotel and a railway station there's nothing but desert. Thankfully trains leave to Los Angeles, St Louis, New York and your home town – Chicago – but for Stogie there's no place like home, and he'll shoot you if you go anywhere else. Travelling around Chicago is by taxi with a deaf driver who needs to be shown where you want to go. This is where the real adventuring takes place as you explore seedy underworld locations in an attempt to recover Malone's dough.

As in the original *Déjà Vu*, Ace



▲ . . . because I'm not sexist.

Harding is controlled using a simple menu of just eight basic commands. Every location has a beautifully detailed picture which can be examined by clicking on various things. Objects are taken by simply dragging them from the picture into the inventory window. In addition, some items (coats, drawers etc) may be opened to reveal further windows (containing their contents). Windows can be closed, moved around the screen and expanded/ contracted.

Communication with other characters is limited to a simple speak command – this is the only time input is directly typed in. But most characters encountered aren't exactly conversationalists and will only respond to strictly limited input.

The menu/window system is a pleasure to use, and eliminates the problems caused by obscure vocabulary in normal adventures – with a limited set of commands, all problems must be solved by lateral thinking instead of word guessing. Clues to the mystery of the missing dosh are hidden everywhere and you'll have a wonderful time interpreting them. Location descriptions are brief (to fit into the smallish window) but contain plenty of acidic humour, and complement the truly excellent graphics to create a fine atmosphere, enhanced by occasional, but good, sound effects.

Déjà Vu II is a worthy follow-up to the excellent, innovative original.

ATMOSPHERE	92%
PUZZLE FACTOR	94%
INTERACTION	91%
LASTABILITY	93%
OVERALL	92%

JOURNEY

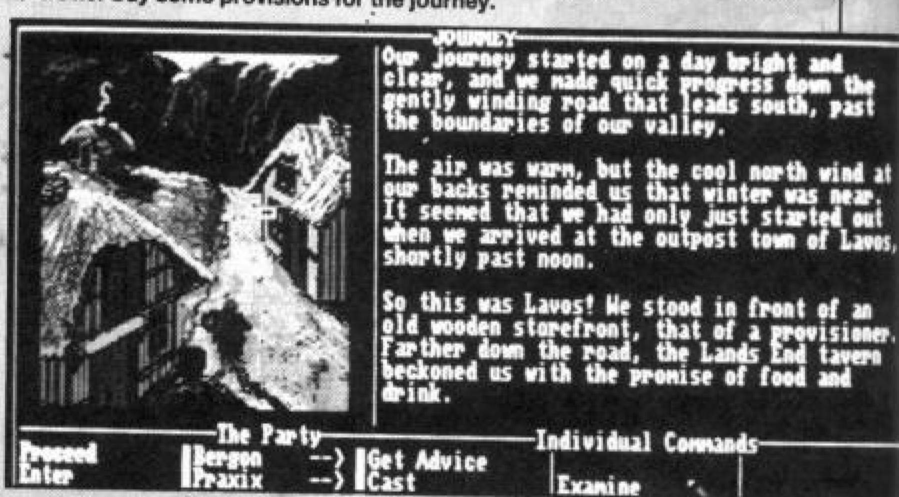
Infocom, Amiga £29.99

What's this? Arguably the world's greatest rcck group on your Amiga? No, in fact it's another prime American export – an Infocom adventure set in a mythical, Tolkienesque land, populated by dwarves, elves and even stranger creatures than those found in ZZAP! Towers.

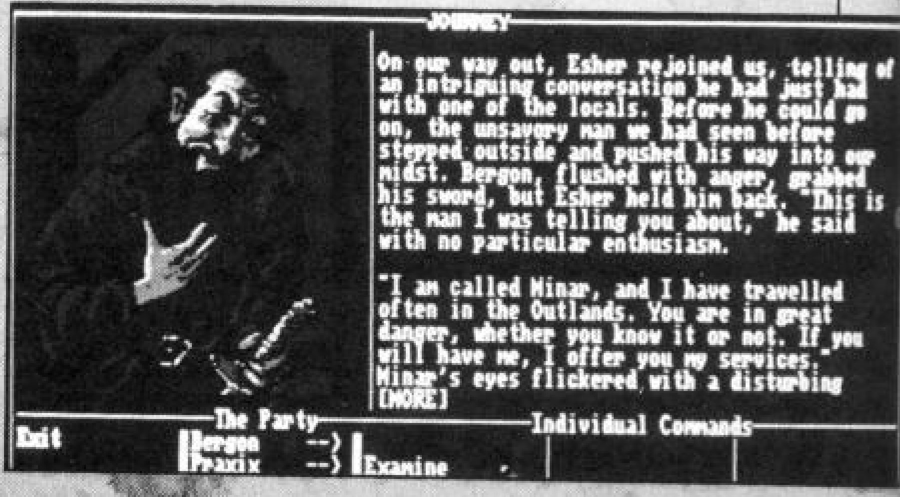
As ever, this is a time of crisis; the land's once prosperous people have suffered the ravages of disease and famine for five long years. The cause of this misery is known as the Evil One, or Dread Lord. And the only chance of vanquishing him is to find the last of the great wizards, Astrix (sounds familiar). But he lives in solitude in a tower on the summit of the distant Sunrise mountain. So four brave villagers are set to take on this most difficult of journeys through unknown lands: Praxix the wizard, Bergon the carpenter, Esher the physician, and last but not least apprentice food merchant and the narrator of this tale, Tag. Minar, the optional fifth member of the party may be recruited at the local pub.

In yet another adventure requiring no typed input, commands are issued by using the mouse to point to them. Each character has up to three options depending on the location. Some of these are duplicated by other characters but the result of, say, Esher (the physician) examining an injured person is more useful than if Bergon carries out the examination. Therefore, each character's particular skills are needed for different tasks. In addition to the usual adventuring commands, characters will occasionally be willing to tell a legend or story, giving a detailed history of a currently relevant place or people. Praxix (the wizard) also has the unique ability to cast spells, using the magical essences inside his leather pouch (more of these essences can be found during the

▼ Better buy some provisions for the journey.



▼ Dare you recruit the bearded stranger?



journey). Among the numerous spells available are levitation, tremor and wind.

As well as individual actions the whole party may be directed to follow the current route, turn left or right at a junction, or enter buildings. If hostile creatures are encountered, a simple combat routine comes into operation. Just before fighting takes place, the option is given to send one or two characters down the flanks to get behind the enemy. From then on, combat is automatic, the only options being to continue fighting or retreat (if possible). Praxix can also cast a spell at the enemy, although it takes him some time to prepare. There are no hit points as such – characters can either be wounded or killed.

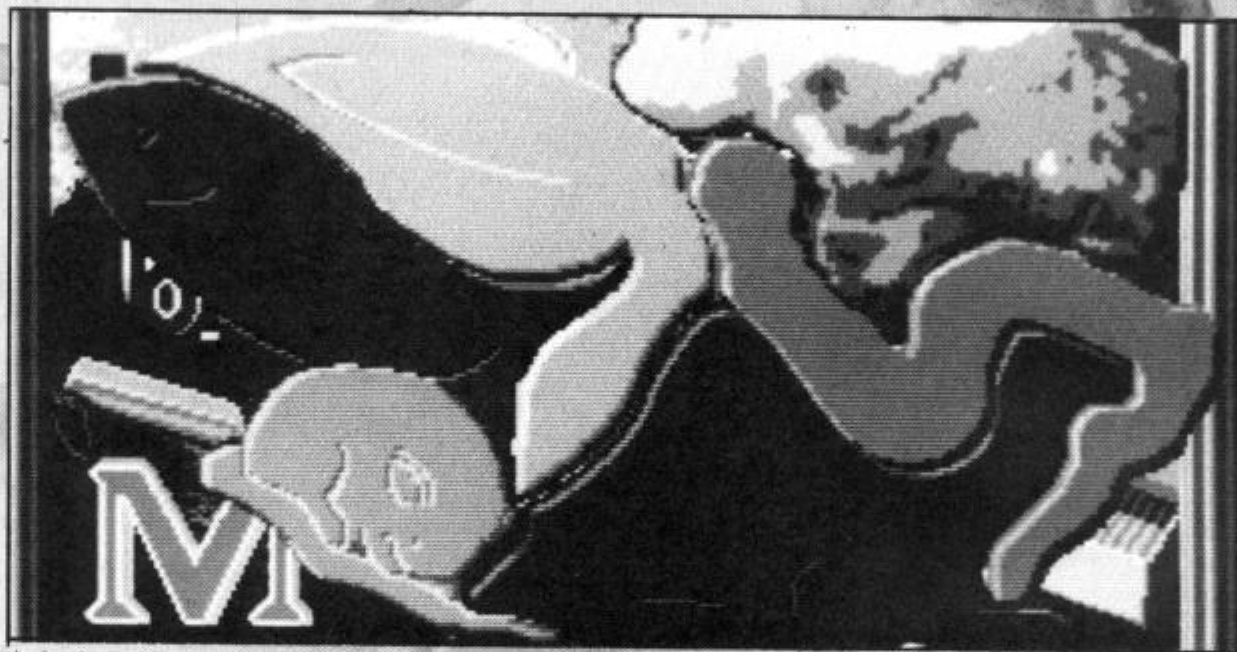
Screen layout is neat, consisting of three windows for commands (along the bottom), detailed text (on the right), and beautifully-drawn pictures (on the left), although there isn't always a new picture for each location.

The story itself takes much inspiration from Tolkien's Lord Of The Rings – here, instead of nine magic rings, there are seven coloured stones to find in order to defeat The Evil One. But there is a wealth of interesting background information built into the game, especially in the legends and stories. In fact, the sheer volume and quality of text soon has you totally absorbed in a marvellous, magical tale.

The input system works so well that the only problems encountered are intentional ones in this challenging quest. With persistence (especially at finding the only route up Sunrise Mountain from 64 possible ones), reaching Astrix doesn't prove that difficult. However, finding the seven magical stones is a considerably more difficult task, requiring many hours of thoughtful play. The fact that progress becomes harder the further you get makes it that much more compelling – you're hardly likely to give up after travelling such a long way. And if you get completely stuck, the musings feature (where Tag looks back at possible mistakes along the journey) is a useful last resort.

The only real flaw in the game is the lack of exploratory freedom due to the somewhat fixed storyline from which you can't stray too far. But if you're a fan of Infocom's 'interactive fiction' style, this is a highly polished and engrossing example.

ATMOSPHERE	**93%**
PUZZLE FACTOR	**87%**
INTERACTION	**84%**
LASTABILITY	**92%**
OVERALL	**90%**



▲ A rebus obscured by animal shapes.

ZORK ZERO

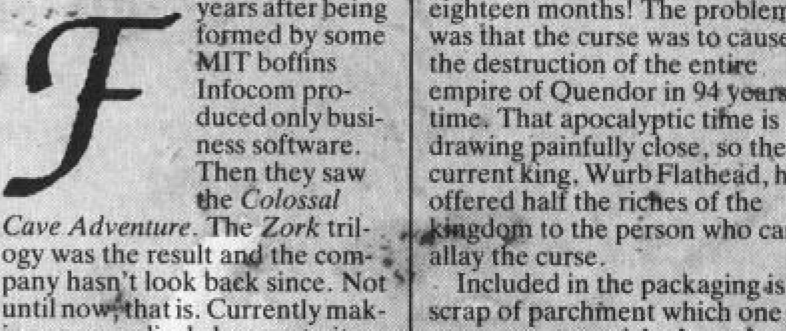
Infocom, Amiga £29.99

For about ten years after being formed by some MIT boffins Infocom produced only business software. Then they saw the *Colossal Cave Adventure*. The *Zork* trilogy was the result and the company hasn't look back since. Not until now, that is. Currently making some radical changes to its previously text-only format Infocom have decided to produce a *Zork* prequel in the new style.

Over 90 years ago the great wizard Megaboz cast a curse which destroyed the ruling family: Lord Dimwit the Excessive and his eleven brothers and sisters. No-one cried any tears over this at the time – Dimwit behaved like a spoilt child, having a birthday every week and expecting a present from each of his subjects! And he didn't earn his nickname for nothing: his coronation took thirteen years to plan and lasted eighteen months! The problem was that the curse was to cause the destruction of the entire empire of Quendor in 94 years time. That apocalyptic time is drawing painfully close, so the current king, Wurb Flathead, has offered half the riches of the kingdom to the person who can allay the curse.

Included in the packaging is a scrap of parchment which one of your ancestors picked up after it fell out of Megaboz's pocket while he was casting the infamous curse (you actually play out this short scene before starting the adventure proper). The scrap of paper tells how to stop the curse – put two items belonging to each of the twelve Flatheads in the bubbling cauldron in the Great Hall of the castle. So you know what items to look for, useful (and very humorous) information about the Flatheads is to be found in the 'Flathead Calendar' which accompanies the game.

▼ Exploring Dimwit's massive castle.



The members of the family range from the artistic Leonardo Flathead to Thomas Alva Flathead, inventor of such useful items as the magic room spinner and a potion which allowed humans to talk to plants (I wonder if Prince Charles is descended from the Flatheads?!).

Living up to Dimwit's excessive reputation, the castle is huge, containing many secret passages and rooms. It's also full of weird and wonderful items including a lobster, a bag of flamingo food and (of course?!) a flamingo. To aid you (or sometimes hinder you) a jolly jester makes the occasional appearance, but he will only help if you're able to answer his riddles. Once you find a way out of the castle, there's a whole kingdom to explore. For this, the on-screen mapping facility is a welcome feature, as are the in-built hints.

Graphics are few and far between, but when they do appear they're of a high quality – much better than having mediocre pictures for every location. Plain 80 column text (difficult to read on most TVs) is the norm however, although the detailed screen surrounds add a touch of polish. Location and item descriptions are of a highly humorous type – author Steve Meretzky's previous work includes *The Hitchhiker's Guide To The Galaxy* and *Leather Goddesses Of Phobos*. Combine the brilliant text with the typically friendly Infocom parser plus fiendishly perplexing puzzles and you have one great adventure game, easily living up to the superb Zorkian reputation. Hilariously funny and a considerable challenge.

ATMOSPHERE	**91%**
PUZZLE FACTOR	**93%**
INTERACTION	**86%**
LASTABILITY	**93%**
OVERALL	**92%**



CLEVER CONTACTS

These adventurers get braver and cleverer all the time, always adding new conquests to their list. So if you're one of those people (like me) who gets stuck in the first location, drop them a line and they'll only be too pleased to help, but please remember to send them an S.A.E.

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magik.
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka.
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69
Tel: 041 771 7729

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY. Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death
David Lemon, 14 Norton Place, Dunfermline, Fife KY11 4RH Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN

Adventureland, SubSunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, all early Infocom titles, Jinxter, Guild Of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Trager Sanction, Wishbringer, Trinity, The Pawn.
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, N Zealand. Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akyrz, Quest forthe Holy Grail, Zim Sala bim, Island Adventure, Castle Dracula.
Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland. Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork III, Exodus, Ultima III, The Boggit, Lords of Time, Neverending story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The fourth protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the rings (part 1), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave.
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU. Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Kobyashi Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorceror of Claymorgue Castle, The Quest For The Holy Grail, Rigel's Revenge, See-ka of Assiah (part one), Football Frenzy, Velnor's Lair
Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall.
Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor, Guild of Thieves, Jinxter.
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Jack The Ripper, Dracula, Kayleth, Mindshadow, Never Ending story.
Derek Scott, 42 South Parade, Leven, North Humberside HU17 5LJ.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker, Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit.
Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for the Holy Grail.
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Enchanter, Eureka (German, Arthurian, Roman), Gremlins, Hitchhiker's Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, Ship of Doom, Spell Breaker, Spiderman, Starcross, Stationfall, Tass Times, Lurking Horror, Tracer Sanction, Valkyrie 17, Very big cave adventure, Wishbringer, Worm in Paradise, Zork I, Zork II, Zork III.
Ian Gay, 18 Earsdon Close, Westdenton, Newcastle upon Tyne, NE5 2RL.

SMASHED, Dracula, Frankenstein, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka II, IV, Zim Sala Bim, Cricket Crazy I.
Scott West, 30 Charnock Dale Rd, Gleadless, Sheffield, S12 3HP.

The Hobbit, Seastalker, Trinity, Leather Goddesses, Beurocracy, Hitchhiker's Guide, Stationfall.
Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey. GU15 1EG

Enchanter, Zork I, II, III, Planetfall, Stationfall, Plundered Hearts, The Pawn, Shadowgate, Wishbringer, Leather Goddesses of Phobos, Ingrid's Back, Hollywood Hijinx.
Julian Loveday, 23 Herbert Road, Emerson Park, Hornchurch, Essex, RM11 3LM.

Heroes Of Karn, Empire of Karn, Dracula, Seabase Delta, Spiderman, Hulk, Zzzz, Quest for the Holy Grail, Lord of the Rings, Price of Magik, The Pawn, Twin Kingdom Valley.
A Ridge, 4 Corwallis Avenue, Clifton, Bristol, BS8 4PP

Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Dallas Quest, Jinxter, Deja Vu, Shadowgate, The Three Muskateers, Plundered Hearts.
Steven Coomber, 6 Maysfield Close, Portishead, Bristol. BS209RL. Tel: 0272 844218 (6-9pm)

The Boggit, Hulk, Kayleth, Kobyashi Naru, Sherlock.
William Stephenson, 10 Inchcolm Terrace, South Queensferry, West Lothian, Scotland. EH30 9NA

Corruption, Tass Times in Tonetown, King's Quest III.
Simon Ball, 1A Castle Flats, South Street, Ashby-de-la-Zouch, Leicestershire, LE6 5BQ. Tel: 0530 415103 (5-10pm)

Zzzz, Kentilla, Seabase Delta, Token of Ghall, Pirate Adventure, Voodoo Castle, Spacy Odyssey, Buckaroo Banzai, Redhawk, Kwah, Colossal Adventure, Dungeon Adventure, Impossible Mission, Adventureland, Lord of the Rings, Labyrinth, The Count, Rebel Planet, Sea of Blood, The Bard's Tale I and II, Jack the Ripper, Legacy of the Ancients, Frankenstein, Book Of The Dead, Temple Of Terror, Neverending Story, Deja Vu, Masters Of The Universe, Fourth Protocol
Paul Shields, 35 Threshelford, Basildon, Essex, SS16 5UB.

Zork II, Gnome Ranger, Knight Orc (part one).
Steve Parker, 13 Elizabeth Road, Seaton, East Devon, EX12 2DS.

Zork I, II and III, Hitchhikers Guide To The Galaxy, Knight Orc, Dragon World, Ultima 3, Infidel, Starcross, Seastalker, Cutthroats, Deadline, Sorceror, Suspect, Suspended, Transylvania, Ultima I, II and III, Ulysses and the Golden Fleece, Witness, Planetfall, Crowley, The Count, Ghost Town, Morgue, Strange Odyssey, Pirate Adventure, Pyramid Of Doom, Voodoo Castle, Adventureland, Mystery Funhouse, Mission Impossible, Sorceror of Claymorgue Castle, Golden Voyage, Alice In Wonderland, Cyborg, Blade of Blackpool, Death in the Caribbean, New Adventure, The Institute, Mask Of The Sun, Masquerade, Mindwheel, King's Quest, Questron, The Wizard and the Princess.
Richard Verity, I Beack Road, Motueka, Nelson, New Zealand. Tel: New Zealand (0524) 88660.

Zork I, II and III, Suspended, Starcross, Deadline, Gruds in Space, Hulk, Spiderman, Asylum, Dallas Quest, Wishbringer, Hollywood Hijinx, Rigel's Revenge.
Mischa Schweitzer, Assumburg 9, 1121 EA Landsmeer, Holland.

Knight Orc, Mindshadow, Bastow Manor, Dracula, Neverending Story.
Jamie Gooding, 29 Ross Street, Surrey Hills, Victoria 3127, Australia.

Maniac Mansion, Aztec Tomb, Bastow Manor.
Justin Van Dyk, 6 Berrin Road, Morphettvale 5162, Adelaide, South Australia.

SCIENTIFIC SUGGESTIONS
with The GEEK

I only had to ask for more tips last month and did I get some? Well, no actually! This month I've had to dig out some old tips from the dingiest nooks and crannies in ZZAP! Towers. If I don't get more tips next month, both my legs will drop off in sympathy and I'll have to go to the Ludlow trouser factory to get them sewn on again!

Corruption: In the hospital, wait for the nurse to go then get everything form the cabinet and the empty bed. Go south and get everything from the locker and the stethoscope from the polar bear. Go north then east to Casualty and put everything in the pillow case. Wait until 3.06, then go west, lie on the bed, wear the bandage, put the papers on the bed and wait. In the ambulance, get dressed and get out at the traffic lights.

Mordon's Quest: Go outside to the drainpipe and try to climb it. Go to the hall and Mordon appears and the cupboard opens. Light the torch and go north until you reach a clearing. Drop the blanket to cross the quicksand. Get the berries, thorns and bamboo and MAKE BLOWPIPE. Enter the hut and kill the pygmie. Take his body to the plant and FEED PYGMIE TO PLANT. The answer to Tarzan's question is 'frog'.

Lancelot (Part 1): Go east, kill the knight, accept his surrender, RUN TO GUEST ROOM, sleep twice, RUN TO CAMELOT. If you can't get in it's because you've been splashed by a passing cart – to clean up, go to the North or South Warren and wait for someone to throw water over you from the window. Once inside Camelot, wait until Arthur waves you away, then GO TO LOGRIS.

Tower Of Despair: The only way to communicate with your deaf and dumb servant, Donnchadach, is to SIGNAL to him. He will then tell you to 'Ride East, Seek the Greenwald, Do not look Death in the face'. Pray in the chapel and you will be given a holy dagger. Look into the scrying sphere before Malnor perceives your whereabouts. You may then leave the castle.

BATMANIA



It's been 50 years since The Batman first terrorized Gotham's criminal population, and that half century has seen the Dark Knight go through many changes. From an ominously costumed vigilante to a strait-laced upholder of the American way to a camp TV star, he's changed to fit the times. Brian M Clarke, Consultant Editor *Batman Monthly*, traces his development up to the 1980s where Stuart Wynne picks up the story.

For most people Batman is summed up by a middle-aged man in a paunch-revealing costume, a fire-belching car and lots of outlandish, but loveable loonies forever devising bizarre traps for the Dynamic Duo to quip their way out of. The TV series has been seen in 108 countries, endlessly repeated here, and casts a powerfully clownish shadow over the legend. Yet while Batman has certainly featured in comic tales just as ridiculous as the TV series, some even featuring the unbearably 'cute' Bat-Mite of cartoon fame, this isn't how he started off.

The Batman was created by artist Bob Kane, and apart from the addition of a yellow circle behind the bat logo, the menacing costume has changed little until the body armour of the 1989 movie. Writer Bill Finger fleshed out this character with a stark tale of creation: at the age of seven the man behind the mask, Bruce Wayne, was brutally orphaned. His parents had taken him to the movies to see *Zorro*, but on the way home a mugger called Joey Chill had held them up. Bruce's father tried to stop Joey grabbing a necklace off Martha Wayne, and was rewarded with a hail of bullets killing both parents.

In Frank Miller's *Batman: Year One* Wayne bleakly notes 'since then all sense has left my life'. But at his parents' graveside he made a vow to bring criminals to justice, and devoted his life and wealth to that purpose. It was at the age of 25 that he finally started that quest, inspired by the fear triggered by a bat crashing through the French windows at Wayne Manor. It would frighten the criminals as he'd been frightened as a boy.

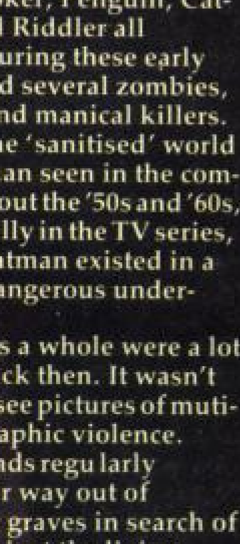
This story has since been embroidered, almost like the Kennedy assassinations, with an ever widening conspiracy (as writers ran out of ideas, probably). But the initial story, with its oh-so casual street violence inspiring the ultimate vigilante, seems to have become even more relevant today. The first stories reflected the darkness of The Batman's costume and origins. In 'Dr Hugo Strange And The Mutant Monsters' the Caped Crusader uses the Batplane's Gatling gun to strafe a fleeing lorry, then lynches one of the giant mutants.

In the early stories the Batman fought against gangland bosses, fraudulent businessmen, gun-runners, smugglers, Nazi agents and Japanese saboteurs, and only the occasional costumed villain. The Joker, Penguin, Catwoman and Riddler all appeared during these early years, as did several zombies, vampires and manical killers.

Unlike the 'sanitised' world of the Batman seen in the comics throughout the '50s and '60s, and especially in the TV series, the early Batman existed in a dark and dangerous underworld.

Comics as a whole were a lot bloodier back then. It wasn't unusual to see pictures of mutilation or graphic violence. Severed hands regularly clawed their way out of freshly dug graves in search of revenge against the living.

By 1954 comic book publishers were being vilified in the press, radio and even the new medium of television. According to a certain Dr Wertham the then current wave of juvenile crime was largely to blame on the trashy comics the



kids were buying. Wertham's analysis was particularly suspect because he assumed *all* comics were for children, when in fact there was a more mature market of several hundred thousand adults.

The Batman wasn't written for them, but existed in a strange 'fantastic reality' which used many features of the real world with outlandish comic book situations. While the villains and gadgets might be far-fetched, Batman still lived in a reality that was very close to the real world of violence, politics, sexuality and crime. It was a gritty, dirty world which pulsed with an undercurrent of violence and the bizarre. It was a place where cute teddy bears shot razor sharp needles into unsuspecting victims.



BATMAN TAMED

The comic 'witch-hunt' resulted in a sharp drop in sales, forcing the publishers to take drastic action. A Comic Book Authority was established to enforce a strict code of self-censorship, issuing a booklet with many pages of do's and don'ts. The code not only banned violence but also demanded that the American Dream be upheld, ie cops could never be shown as corrupt, and marriage should always be treated reverentially – never humorously. The code strait-jacketed comics in an unreal, unbelievable world that would hamstring them for decades. And few superheroes suffered more than Batman, whose world was torn to shreds, posing quite a problem for the writers.

The Batman had always been portrayed as a vengeful, aggressive and angry character. Now, according to the code, these emotions could only apply to bad guys. It forced the writers to scalpel away the 'meatiness' of the character and reduce him to little more than a standard superhero. The whole psychological mixture that made the Batman an exciting and, in a very basic way, understandable character, was gone.

From 1954 to 1957 Batman simply staggered from one dull adventure to the next. What changed things in 1957 was the launch of Sputnik, kicking off the superpower Space Race. America went space crazy and so, sadly, did Batman. Bug-eyed monsters, robots, ray-guns and irradiated insects the size of a house were the Caped Crusader's new foes. Batman become a zany, fun-loving Space Age hero!

By 1964 DC Comics finally realised things had gone a touch too far, and revamped the Dark Knight with new story-telling techniques and more criminals than aliens. The *Batman* TV series put a temporary halt to that – reintroducing the Mr Nice guy image – but the 70s saw something of a renaissance with Neal Adams developing what is generally recognised as the best graphic portrayal – realistic, but subtly exaggerated and idealised. And some of the best stories he illustrated were by Dennis O'Neil, who took the Dark Knight back to his gothic detective roots.



THE DARK KNIGHT RETURNS

Another fan of the old style Batman is Frank Miller, a writer who earned a considerable reputation taking Marvel's Daredevil superhero to the edge of madness – and beyond. His reworking of the Batman legend presented a world where 'everything is exactly the same, except for the fact that it's all totally different'. Originally a glossy, four issue mini-series called *Batman: The Dark Knight* it was an instant success selling over a million copies. Currently available as a single, graphic novel called *The Dark Knight Returns* (£7.95, Titan)



IN PRINT: *The Dark Knight Returns* (£7.95, Titan Books) • *Batman: Year One* (£5.95, Titan) • *The Killing Joke* (US import) • *The Greatest Batman Stories Ever Told* (TBA, US import) • *The Greatest Joker Stories Ever Told* (TBA, US import) • *Death In The Family* (£2.50, US import) • *Batman: Challenge Of The Man-Bat) (£5.95, Titan – First of four volumes reprinting Neal Adams' best stories)* • *Caped Crusader Classics* (£2.95, Titan – An ongoing series reprinting the cream of the 1950s stories) • *Batman Monthly* (80p, London Editions Magazines).

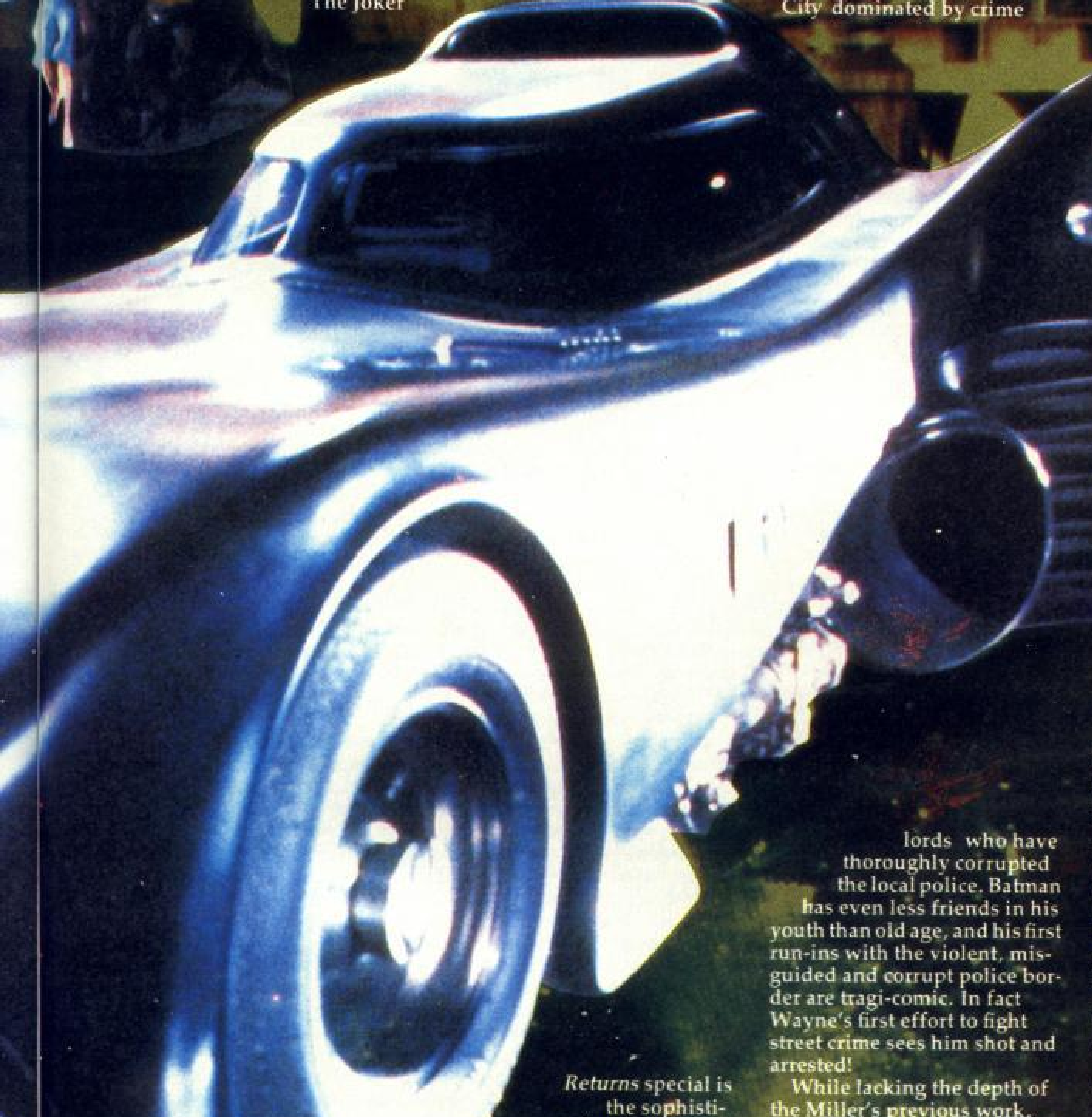
it's a comic book landmark.

The story starts with an aged Bruce Wayne uncomfortable with his retirement as The Batman. He is drawn out of retirement by a crime wave based on the mindless violence of a street gang called the Mutants. These mutant monsters are a far cry from the 40ft high creations of Hugo Strange, they're youngsters practising violence for the 'fun' of it like 'wilding' kids in the real New York. Then there's his old adversaries, The Joker and Two-Face, released from jail because psychiatrists judge them rehabilitated. And if that wasn't enough there's media pundits who label him a 'social fascist', a new (female) police commissioner who wants to arrest him as a vigilante, and a President concerned that Batman might damage his image.

The Batman himself shows little sign of being all that mentally stable, revelling in violence he grimly resolves to finally 'fix' the Joker with his hands around his throat (so much for the law). On another occasion The Batman stares at the crazed, schizophrenic Two Face and sees a 'reflection' of his own split-personality. But more than the superb characterization, plot and artwork, what makes *The Dark Knight Returns* special is the sophistication of the world he inhabits. The use of TV to present a host of different views on The Bat-man is an excellent device, (one copied by *RoboCop*, the sequel to which is being written by Miller).

There are even caricatures of US TV celebrities like David Letterman and Dr Ruth.

So, on the one hand, Gotham city is a believable portrayal of a big city if superheroes really existed, yet on the other it is an extremely dark vision. Miller's world is, in the end, a world virtually without hope, other than the resolve of a paranoid Batman 'to bring sense to a world plagued by worse than thieves and murderers'. In Miller's world justice has collapsed, so ultimately even the new Commissioner sees the need for The Batman's vigilantism.



The *Dark Knight* was quickly followed by another Miller classic, his ground breaking reassessment of Batman's origin – *Batman: Year One*. The story takes place in the early '60s, with Gotham City dominated by crime lords who have thoroughly corrupted the local police. Batman has even less friends in his youth than old age, and his first run-ins with the violent, misguided and corrupt police border are tragi-comic. In fact Wayne's first effort to fight street crime sees him shot and arrested!

While lacking the depth of the Miller's previous work, *Year One* provides the definitive account of Batman's origin to accompany Miller's equally definitive account of his old age and apparent death. The two books have given Miller an impact on the Batman legend second only to its creator, Bob Kane. Subsequent comics have mainly struggled to emulate Miller's style. The most recent, and controversial mini-series is *A Death In The Family* which sees the current Robin (alias Jason Todd) killed in action. The decision was taken not by author Jim Starlin but by 5,343 Batman comic readers in a phone vote. Holy tackiness, Batman!

By comparison Alan Moore's *The Killing Joke* rivals *The Dark Knight* as the best Batman story yet. A deceptively slender tale it begins with The Batman paying a visit to Gotham's overcrowded psychiatric hospital, Arkham Asylum. His intention is to 'talk things over' with the Joker, averting the final confrontation when one will kill the other. The inmate he visits though, turns out to be a fake and the Joker has already set to work on his latest 'gag'. The Joker's intention is to prove that 'all it takes is one bad day to reduce the sanest man alive to lunacy'. One such day, says the Joker, happened to the Bat-man and that's why he is what he is. Another such day happened to him.

The killing joke of the title is, in part, life. One day a simple household accident killed a pregnant woman, in the evening her husband fell in some chemicals while committing a crime he was forced into, and became the Joker. The casual disregard of life for the living is the blackest joke, which Batman acknowledges while insisting the Joker needn't have turned to evil as a result. He didn't after all, on his 'bad day'.

With The Batman hardly throwing a punch until the end, *The Killing Joke* wasn't universally welcomed by Batfans (comic fanzine *FA* was scathing about it), but it is as thought-provoking as one would expect of Alan *Watchmen* Moore. Moreover there's the illustrations of Brian Bolland, coloured by John Higgins, which are simply overwhelming.





BATMAN: THE MEDIA EVENT

Proposals to make a serious *Batman* movie have been circulating ever since *Superman* scored a box office success in 1978. In 1980 the movie was officially announced at a Comic Art Convention, with producer Melniker insisting it would be true to the comic. Needless to say the movie never came off, despite the interest of directors Joe *Gremlins* Dante and Ivan *Ghostbusters* Reitman in a 1984 script by 007 and *Superman* scriptwriter Tom Mankiewicz. Then came the script by Batman fan Sam Hamm, where Gotham City is 'as if hell had erupted through the sidewalks and kept on growing'. Bootleg copies of the script spread through the comics world like wildfire, winning widespread acclaim (Hamm's next script is *Watchmen*). With the success of *RoboCop* and Batman's upcoming 50th birthday party the film finally seemed certain to be made.

Controversy soon erupted. The first shock was the choice of Tim Burton for director, whose previous films – *Pee Wee's Big Adventure and Beetlejuice* – had both been off-beat comedies. He wasn't even a big comics fan. But the skill with which Burton held together and made believable the surreal, dark fantasy elements of *Beetlejuice* indicated the film might not, after all, turn out like the TV series. And in a recent FEAR interview Burton claimed to be a big fan of *The Killing Joke*. His choice of Michael *Beetlejuice* Keaton, however, launched a fierce storm of protest from Batfans. Their tall, square-jawed, heavily muscled hero was to be portrayed by 'a wimp with no chin', mainly known for his light comedy roles! News of a petition to 'Stop The Batman Movie' even made the front page of *The Wall Street Journal* (a US newspaper even more staid than *The Financial Times*).

The casting of Jack 'The Lad' Nicholson as the Joker did little to calm Batfans, nor did the musical contributions of rock star Prince. But maybe all publicity really is good publicity – certainly few people were left ignorant of the fact of a *Batman* film was being made. Then the first movie trailers were released, showing The Batman as dark, brooding and menacing as anyone could wish. Film posters disappeared off hoardings before the glue could set and Clint Eastwood's *The Dead Pool* had its box office takings boosted by people watching it merely for the *Batman* trailer.

The film deals with the origins of both the Batman and the Joker, showing how Bruce Wayne and his English butler, Alfred, create the Batcave and all its sophisticated equipment. *The Killing Joke* idea of the Joker and Batman being the flip sides of the same coin is suggested by them both having beautiful blonde girlfriends, played by Jerry Hall and Kim Basinger respectively. Behind the scenes costumes are by Bob *Dune* Ringwood, photography by Roger *Brazil* Platt and visual FX by John Evans, who's worked on Bond, 007 and Superman movies.

Warner Brothers are so confident *Batman* will be a hit that plans are well advanced for a sequel. The huge Gotham city set at Pinewood Studio has been left standing and rumours abound of casting for the sequel (Robin Williams as the Riddler?, Danny DeVito as the Penguin?). In anticipation of the film's success, and also to celebrate the 50th anniversary, all the graphic novels are in plentiful supply, and the early '80s adventures of the Batman are currently being reprinted in Britain by London Editions' *Batman Monthly* and they have plans to shortly begin reprinting some of the grittier stories from the post-Miller period. There's also a huge new range of merchandising, including toys, which could easily earn more money than the film. Expected to earn hundreds of millions of dollars *Batman* will be a media event to rival *Ghostbusters*, but whether it will equal the quality and depth of *The Dark Knight Returns* or *The Killing Joke* remains to be seen. The film opens in the UK on August 11.



THE COMPUTER GAME

The design of the Batman game is in the capable hands of Mike Lamb and Dawn Drake, the same programming/graphic artist team which developed *RoboCop* on the Spectrum. The C64 version is being handled by Zach Townsend (20) and Andrew Sleigh (21), another programming/graphic artist team. Their previous games include *Typhoon*, *Platoon* and *Renegade III*.

Both men studied computing at college, but Zach quit his B/Tech National Diploma after a year because he already knew more than his teachers about programming. Andrew, while similarly interested in programming, was taken on by Ocean due to the quality of his graphics which he now specializes in. Work was started on the C64 game in April with the principal problem of faithfully converting a Spectrum game, while at the same time making full use of the C64. All the graphics obviously had to be redesigned – the most difficult ones were the Batmobile and the Batwing. The Batmobile posed particular problems – over 20ft long in the film it was a bit hard getting the shape right while still fitting it on the screen!

The finished game will have four loads and will follow the film's basic plot, just as *RoboCop* did, so STOP READING if you don't want to know how the film finishes!

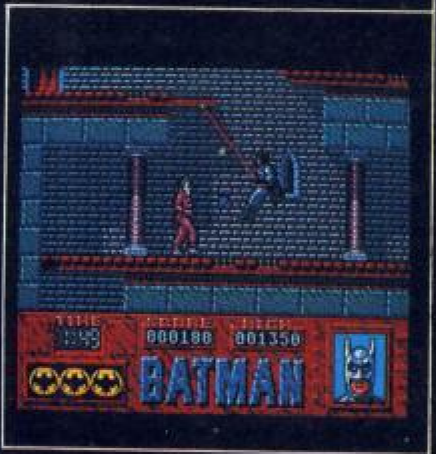
Load One has The Batman trying to find the Joker in the Axis chemical factory while fighting his henchmen, and the cops! Batman can move around quickly by firing a rope and swinging up or down with it. The scrolling is eight-directional, and Zach found the rope trick the hardest to get right.

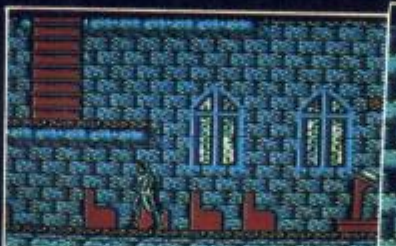
The next load has Batman pursuing the Joker in his super-sleek Batmobile. The action is viewed side-on, with horizontal scrolling, but the car can turn into or out of the screen, so you can't simply trundle along, following the road. Turns can be speeded up by using the Bat-rope!

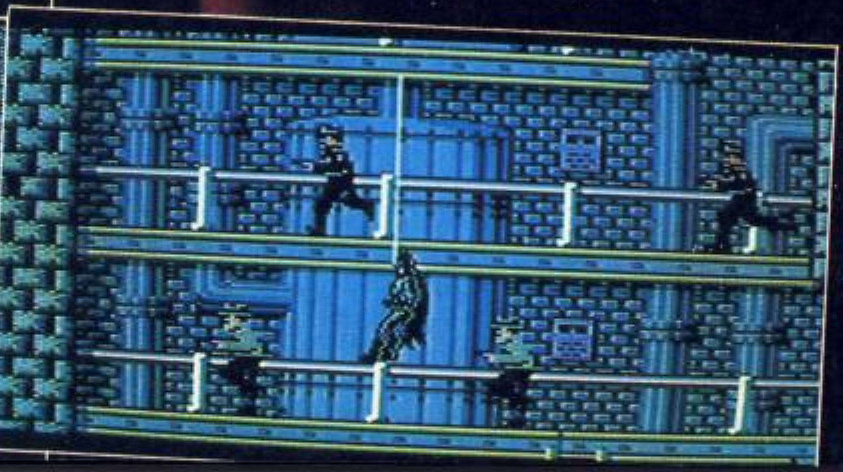
Sadly the Joker escapes, and his fiendish plan is revealed. Balloons have been attached to trailers in a city street – if the balloons burst, gas will be released, and Gotham will die laughing at the Joker's poisonous gag. Batman must fly down the street, *Zaxxon*-style, cutting the ropes with his Batwing.

Rescue Gotham and it's time to punish the Joker, who hides out in a church in similar style to the first load.

Batman – The Movie will be released simultaneously with the film, in August, costing £9.95 and £14.95 on tape an disk for the C64. An Amiga version (£24.95) should be out as well, although so far there's only a few mock-up 16-bit shots.

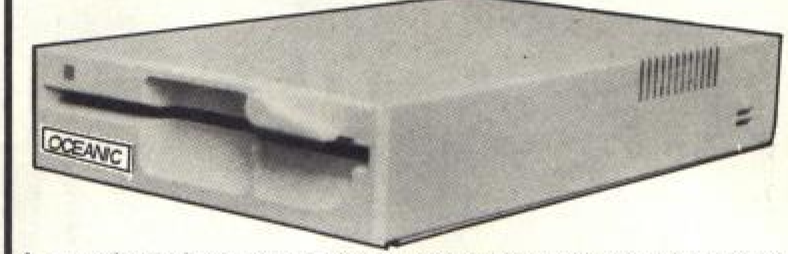












STRATEGY

WATERLOO

PSS
Amiga £24.99

Waterloo provides an almost unique approach to wargaming on the Amiga, with only Rainbird's *U.M.S.* currently offering a similar style of presentation. The battlefield and ongoing conflict is viewed in solid 3-D with buildings, roads, hills and army units all in accurate perspective. The viewpoint can be changed through all four compass directions and the battle even viewed through the eyes of Corps Commanders if necessary.

Another of *Waterloo's* innovations lies in the command/order system. Seven types of order can be input via typed in commands using a relatively unsophisticated parser. Once input, the order follows down the chain of command, you as leader having most influence over your Corps Commanders' decisions and through them their lower ranking officers.

An example order might take the form of 'Wood [the name of the Commander] At 3 30 pm Move To Mon Plaisir' or even a more complex 'Drouot Shell the Enemy Infantry at Lobau for 1 Hour'. Orders take seven basic forms (Basic/Battle/Support/Report/Transfer/Strategy/Defence Attack Line). Using these, units can receive or give support, transfer forces, change tactics to any other of five types (from Attack to Retreat) and create formations on the front line prior to battle.

Forces adhere to your commands but use their own initiative when faced with small scale, localised battles. This limited influence, chain of command system is a very neat touch lending a lot of realism to the game. Once the initial problems of communication are overcome the parser becomes relatively easy to use although an incorrect manual didn't help the situation.

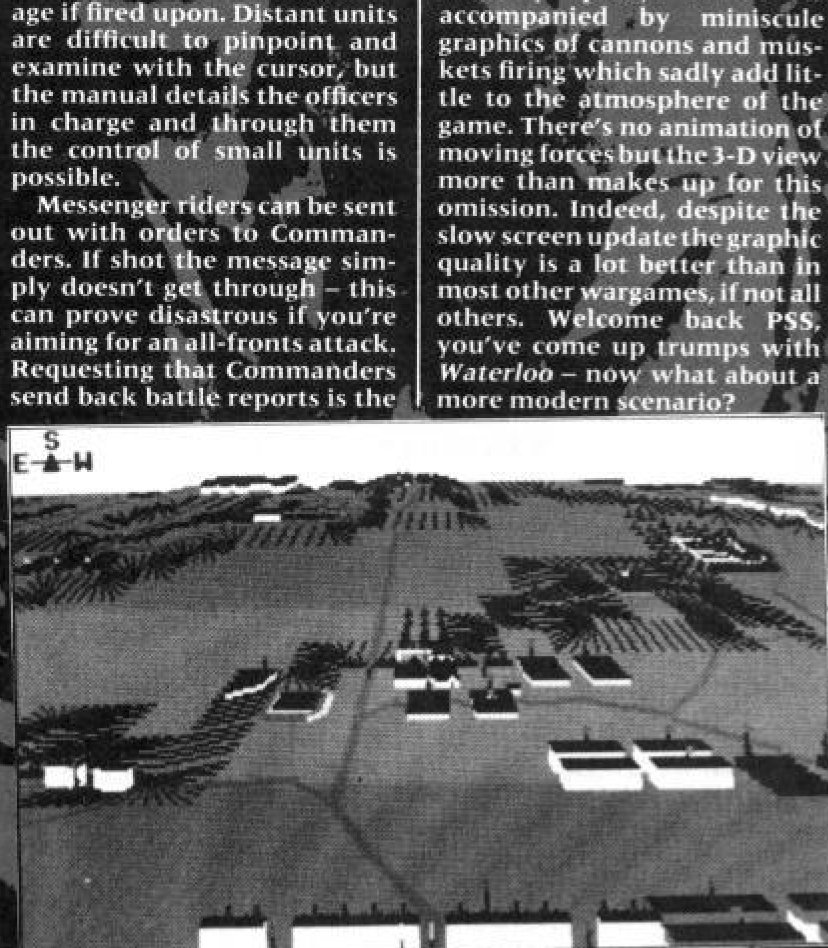
Morale, troop quality and artillery-provided cover all play a crucial part in combat. Using artillery can be a little tricky as the 3-D effect isn't perfect and units at the half mile maximum range are unlikely to take serious damage if fired upon. Distant units are difficult to pinpoint and examine with the cursor, but the manual details the officers in charge and through them the control of small units is possible.

Messenger riders can be sent out with orders to Commanders. If shot the message simply doesn't get through – this can prove disastrous if you're aiming for an all-fronts attack. Requesting that Commanders send back battle reports is the best way of keeping up to date with current conflicts and on-screen reconnaissance can often help Messengers avoid danger.

The instructions also point out that certain aspects of the actual battle have been omitted – regiments can't be split into smaller units to handle skirmish-sized battles and demotion/promotion of officers is not possible. Of course the game functions well enough without these factors but if they had been incorporated smaller battles mingling with higher level army clashes would have provided a lot more data for budding force Commanders to cope with.

The play in *Waterloo* is challenging with the 3-D approach adding realism to the conflict. The actual events of the real-life battle can be re-enacted but of course the real strategy lies in changing the orders and attempting to win the battle yourself. The computer opponent can be very subtle at times but when you see enemy flanks linking up you know a big push is on its way.

For all its strength in play the presentation could have been considerably better (given memory space). Combat is accompanied by miniscule graphics of cannons and muskets firing which sadly add little to the atmosphere of the game. There's no animation of moving forces but the 3-D view more than makes up for this omission. Indeed, despite the slow screen update the graphic quality is a lot better than in most other wargames, if not all others. Welcome back PSS, you've come up trumps with *Waterloo* – now what about a more modern scenario?



Presentation 80%
Short but very informative instructions. Original screen display and very detailed graphics working as well as *U.M.S.* did.

Challenge 88%
Napoleon can prove a most vicious opponent. There's also a certain amount of challenge in exploring the use of the parser and more advanced tactics.

Authenticity 82%
The 3-D views together with accurate placings of major units according to the historical battle go a long way to providing realism. Trying to command or observe distant forces can be a problem however.

OVERALL 86%
PSS have been quiet of late but *Waterloo* reaffirms their position as a first division company. A strong game cleverly executed which will hopefully pave the way for more of the same.

TANK ATTACK

CDS

C64 £9.99 cassette, £14.99 disk

Tank Attack is a combination of board and computer games, recreating mechanized combat between four neighbouring countries (the total land being a cross-section of most climates, bar Arctic). The countries are Armania, Sarapan, Kazaldis and Calderon and all have, for the sake of equality, a similar land mass and force strength. This common link between each country gives each player an equal chance but leaves little scope for different terrain or the trying out of new tactics.

Most noticable when you open the box is the neatly folded up board (40cm x 40cm) followed by the 48 plastic pieces making up the 32 tanks and 16 armoured cars. This is primarily a board game but like *Football Fortunes* (also by CDS) it uses the computer as a moderator to handle non player factors.

The program is the pinnacle of user-friendliness, joystick driven with easy to understand icons used to specify movement rates and distance of fire. Along the bottom of the display are the two main activity icons (Move Unit, Fire On Enemy Unit) and a third icon (Fire On Enemy HQ) which effectively ends the game if only two players are participating. The computer decides the movement rate for units and the result of combat given the distance between the two conflict participants.

The War News newspaper gives a summary of the events so far and weather predictions for the next turn – of course bad weather and terrain affect force movement. Political news is also detailed but plays no integral part in the game.

Tank Attack caters for up to four simultaneous players, each controlling a selected country – alliances can be formed between pairs of countries. In the case of a three-country battle, two players ally against the third country which has two tank divisions to make for balanced play. Alliances prove stronger for both countries as rebuilding facilities can be shared and forces used for joint purposes.

Tanks provide heavy armour but are slow-moving. Armoured cars have less armour and weaker firepower but are considerably faster. Damaged units can be taken to the repair depot but are effectively out of the game for a limited time. Destroyed units can be rebuilt (a long task) or removed from play entirely depending on the player's choice.

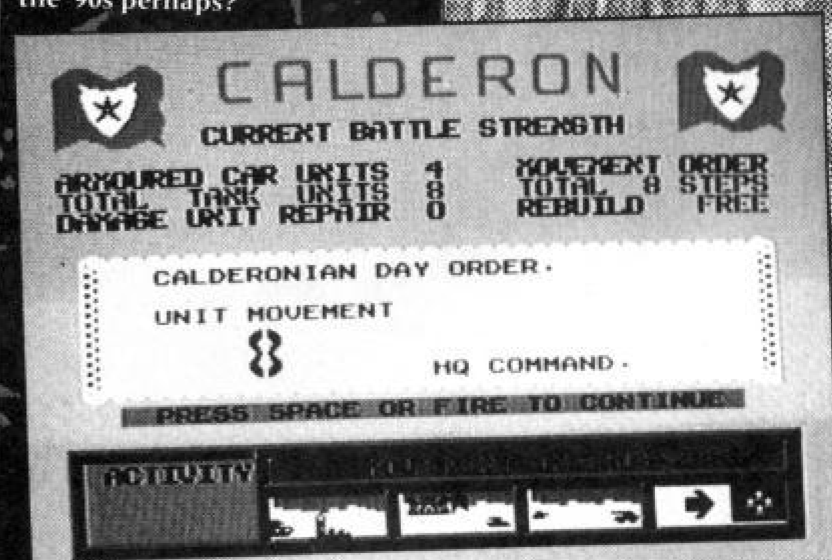
The objective for all forces is to destroy the enemy HQ, although the more advanced rules require occupation of the HQ for a day. Alliances formed at the beginning dictate the objectives. If a tank manages to penetrate the enemy's defences the Fire On Enemy HQ icon can be selected to end the game (in two player mode) or halve the enemy's strength with one swift blow. Very few factors are taken into consideration other than terrain and weather conditions – line of sight and range-against-effectiveness rules do apply and multiple fire is impossible.

On the board each player places their forces facing the enemy which is not only the logical move but shields the strength of the force from the opponent (each playing piece having a strength rating between 1 and 3 stamped on the back). This secrecy keeps both players guessing. Only when the two forces meet are the strengths revealed and it's at this point that the computer referee comes into action.

Despite its different tone *Tank Attack* is similar to *Football Fortunes* in many ways, most of all in that it achieves a good balance between use of computer and board play. More reliance is placed on the board game than the computer side of things with originality shining forth as a result.

It doesn't aim to be a complex game but does achieve a good halfway house between the board/computer wargame areas, bridging the often very wide gap in style and serving especially well as an introductory strategy game.

Incidentally, CDS are already working on the sequel, *Marine Attack*, which involves naval combat with submarines, cruisers and battleships. A *Battleships* for the '90s perhaps?

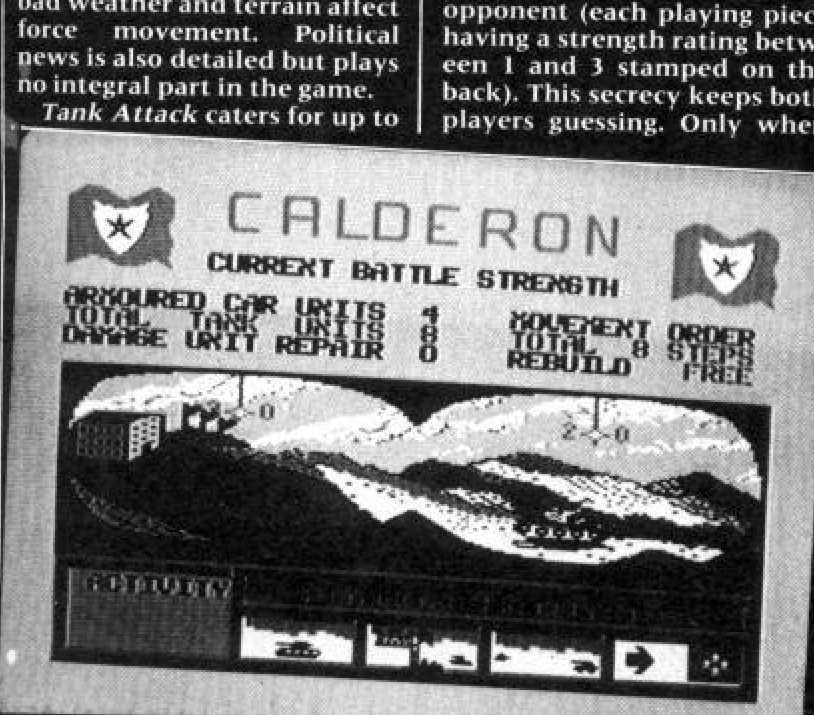


Presentation 90%
Very cleanly presented, easy to use computer game layout with 48 realistic plastic pieces. The board is adequate if rather small for four-player games.

Challenge 70%
Obviously with three or four-player games the challenge increases but it's best suited to novices to both computer wargames and board games in general.

Authenticity 60%
Most of the basic rules governing tank combat are present although they are simply executed. Unfortunately the advanced rules don't offer much more.

OVERALL 80%
A well thought out if rather simple wargame which is refreshingly different from the standard.





720° (US Gold)
793,880 Spiro Harvey, Wellington, New Zealand
646,050 Philip Davies, Pencoed, Mid Glam
550,490 Daniel Briggs, Torrensville, S Australia

ALIEN SYNDROME (Ace)
223,610 D Emmins, Stratford, London E15
210,500 Ian Taylor, Wollongong, Australia
148,200 John Flower, Victoria, Australia

ARKANOID II – REVENGE OF DOH (Imagine)
437,140 Keith David Boones Shrewsbury, Salop
411,690 Scorrano Hassime, Orbe, Switzerland
276,250 Mark Smith, Broxbourne, Herts

ARMALYTE (Thalamus)
59,672,200 Col & Grinny, Rochdale, Lancs
35,477,900 Andrew Rawley, Billericay, Essex
34,241,300 Philip Burns, Mackam, Sunderland

BARBARIAN (Palace)
1,100,250 Adrian Brooks, Lichfield, Staffs
518,900 Spiro Harvey, Wellington, New Zealand
452,200 Martin Kelsey, Dore, Sheffield

BARBARIAN II (Palace)
289,000 John Turkington, Carrickfergus, N Ireland
279,950 K Mackray, Marsa, Malta
246,060 Alex Shaw, Worcester, Worcs

BATTLE VALLEY (Rack-It)
1,990,775 Japmaster, Ettingshall Park, Wolverhampton
1,986,700 Marc Spence, Leeds, W Yorks
1,949,000 Darren Brookes, Long Eaton, Notts

BEAT IT (Mastertronic)
1,350,070 Peter Samaon, Victoria, Australia
813,510 Dean James, W Bromwich, W Mids
794,110 Johnny Marr, Peckham, London

BIONIC COMMANDO (Go)
1,352,820 Marc Spence, Leeds, W yorks
1,184,760 Wayne Fowler, Basildon, Essex
1,150,620 A Barnett, Spencely, Salop

BUBBLE BOBBLE (Firebird)
8,692,430 Richard Pembridge, Wirral, Merseyside
8,670,790 Anthony Melarangi, Runcorn, Cheshire
8,215,420 Simon Bettison, Sheffield, S Yorks

BUGGY BOY (Elite)
149,640 Robert Pascoe, Truro, Cornwall
125,670 Daniel Moxey, Lowestoft, Suffolk
124,690 Jonothan Dood, Parklands, Northampton

COMBAT SCHOOL (Ocean)
447,920 Suhaib Kiani, Rawalpind, Pakistan
375,430 Mark Fontana, Burton-on-Trent, Staffs
325,980 Mark (The Circus), Swindon, Wilts

COSMIC CAUSEWAY (Gremlin Graphics)
998,713 Dale Miller, Peterborough, Cambs
994,123 Ben Johne, Penzance, Cornwall
887,460 Gavan Flower, Wallibee, Australia

CYBERNOID (Hewson)
138,875 Wayne Fowler, Basildon, Essex
124,800 Babak Fakhamzadeh, Delft, Holland
97,365 Andreas Panopoulos, Athens, Greece

DARK SIDE (Incentive)
6,130,726 Kuddly Bix, York, N Yorks
5,764,176 David Petyt, Wakefield, W Yorks
3,608,450 Justin Moy, Crawley, Sussex

DRILLER (Incentive)
3,498,450 Ged Keaveney, Huddersfield, W Yorks
3,226,070 Kudly Bix, York, N Yorks
2,063,760 Daniel Fisher, Chesterfield, Derbys

GREAT GIANA SISTERS (Go/Rainbow Arts)
94,710 Richard Ramsey, Gilmerton, Edinburgh
92,475 Andrew Rawley, Billericay, Essex
91,044 Lars Andresen, Broens, Denmark

GRYZOR (Ocean)
2,802,200 Richard Lunn, Leeds, W Yorks
1,253,300 Japmaster, Ettingshall Park, Wolverhampton
892,700 David Pocock, S Coydon, Surrey

GUNSHIP (Microprose)
750,026 D Mothersole, Bishop's Stortford, Lancs
327,670 Paul Köster, Olpe, Germany
325,390 Matt Heaton, Berkhamstead, Herts

HAWKEYE (Thalamus)
2,695,550 Zap Treeby, Brixham, Devon
2,520,800 Jonathan Green, Peterborough, Cambs
2,456,250 Casey Gallacher, Calcot, Reading

HUNTER'S MOON (Thalamus)
631,475 Richard Mellor, Cannock, Staffordshire
623,550 Colin Fulton, Ayr, Scotland
618,450 Lee Laurenson, Lerwick, Shetland

IKARI WARRIORS (Elite)
381,700 Neil Head, Stourbridge, W Mids
379,400 Peter Stevens, Yoevil, Somerset
356,100 Nick Frere, Doncaster, S Yorks

IMPOSSIBLE MISSION II (US Gold)
112,100 Ian Taylor, Wollongong, Australia
109,700 Neil Head, Stourbridge, W Mids
108,600 Peter Srodecki, Dunstable, Beds

INTERNATIONAL KARATE + (System 3)
565,100 Martin Smith, Ashbrooke, Sunderlanc
543,300 John Farrow, Barrowford, Lancs
511,900 Katamati, Hounslow, Middx

IO (Rainbird)
1,200,170 Jeremy Dagder, Adelaide, S Australia
609,570 Bruni Francesco Tagliamento, Italy
496,290 Nick Kennedy, Gunnislake, Cornwall

LAST NINJA 2 (System 3)
1,146,880 Stef Spikker, Deventer, Holland
999,560 Garry Green, Oakworth, W Yorks
869,720 Lee Knowles, Halifax, W Yorks

MEGA APOCALYPSE (Martech)
211,730 Peter Clarke, Hartlepool, Cleveland
204,340 Richard Ramsey, Gilmerton, Edinbugh
197,260 Liam Dysrant, Harrington Square, London NW1

MORPHEUS (Rainbird)
3,672,130 Paul Woods, Wallasey, Merseyside
1,321,485 Richard Pembridge, Wirral, Merseyside
1,266,774 Zap Treeby, Brixham, Devon

NEBULUS (Hewson)
216,830 Michael Garnett, Hatfield, Herts
201,240 Matthew Moriarty, Hurst Green, E Sussex
166,370 Edward JD Jackson, Leeds, W Yorks

OPERATION WOLF (Ocean)
355,550 Adrian Brooks, Lichfield, Staffs
250,400 Nicky Lambert, Ilford, Essex
245,700 Jim Smith, Consett, Durham

OUT RUN (US Gold)
95,842,240 Martin Lear, Huddersfield, W Yorks
92,128,800 Mark Crossthwaite, Stockport, Cheshire
87,720,606 Julian Hare, Hampton, Middx

PAC-LAND (Quicksilva)
891,410 I Strong, Twickenham
614,990 Jake E, West Bromwich, West Mids
563,750 Simon Cole, Chelmsford, Essex

PLATOON (Ocean)
1,162,100 Liam Dysrant, Harrington Square, Lond NW1
1,060,800 David Pocock, S Croydon, Surrey
1,010,650 Jeremy Webb, Blandford, Dorset

PROHIBITION (Infogrames)
$30,260 Robert Pascoe, Truro, Cornwall
$26,260 Stuart Wannop, Accrington, Lancs
$22,155 Sebastian Stephen, Victoria, Australia

PROJECT STEALTH FIGHTER (Microprose)
518,970 JA Moore, Margaret River, W Australia
127,250 Sue Barlow, Guisley, W Yorks
91,230 Gijsbert Griffioen,Lelystad, Holland

RE-BOUNDER (Gremlin Graphics)
11,250,073 Craig Knight, Keyworth, Notts
3,486,190 Webby, Chorley, Lancs
2,470,584 Marc Hodge, Selby, N Yorks

ROAD BLASTERS (US Gold)
4,226,750 Neil White, Graigentinny, Edinburgh
2,015,460 Paul Rush, St-Leonards-on-Sea, E Sussex
1,947,340 Billy Barnes, Murton, Durham

ROAD RUNNER (US Gold)
3,009,456 RA Alessie, Rotterdam, Holland
2,644,800 Wendy Hickey, Liverpool, Merseyside
1,022,100 Jason Faulkner, Cottesmore, Leics

ROLLING THUNDER (US Gold)
4,474,735 Casey Gallacher, Calcot, Reading
4,035,220 Ian Taylor, Wollongong, Australia
730,520 Kelvin Clegg, Hayle, Cornwall

SALAMANDER (Imagine)
341,695 Simon 'Ace' Poots, Dromore, Co Down
255,100 Daren Burke, Romford, Essex
241,075 Ashley Arnold, Victoria, Australia

SAMURAI WARRIOR (Firebird)
1,827 Wayne Fowler, Basildon, Essex
1,445 Tim Haines, Basildon, Essex
854 Richard Granville, Heshunt, Herts

SKATE ROCK SIMULATOR (Mastertronic)
395,050 Stephen Bambrough, Heaton, Newcastle Upon Tyne
326,380 Brian Hambley, Prescot, Merseyside
294,270 Martin Lear, Huddersfield, W Yorks

SLAMBALL (Americana)
19,635,920 Dean Betts, Edenbridge, Kent
15,943,250 Daniel Luke, Houghton-Le-Spring, Durham
13,460,320 Richard Tatterton, Holgate, York

SLAP FIGHT (Imagine)
803,425 Vilya Harvey, Perth, Australia
800,950 Shawn Sutton, Southampton, Hants
756,450 Richard Ramsey, Gilmerton, Edinburgh

SPORE (Mastertronic)
969,100 Neil White, Craigentinny, Edinburgh
964,960 Matthew Holdaway, Coulsdon, Surrey
955,460 Terry Redfern, Buxton, Derbys

STAR PAWS (Software Projects)
848,223 Roy Masson, Worthing, West Sussex
693,378 Kriss, Northolt, Middx
647,226 Matthew Smith, Warrington, Cheshire

TARGET RENEGADE (Imagine)
440,226 A Barnett, Spencely, Salop 436,700 Br Crossley, Leeds, W Yorks
426,700 Neil Maudling, Whitehaven, Cumbria

TETRIS (Mirrorsoft)
131,029 J Tillotson, Halifax, W Yorks
78,986 Stuart Scattergood, Deeside, Clwyd
75,545 Stevn Leary, Chelsea, London

THING BOUNCES BACK (Gremlin Graphics)
8,875,496 Tim Smith, Nr. Nantwich, Cheshire
3,949,835 Casey Gallacher, Calcot, Reading
3,769,925 Alan Wescombe, Swindon, Wilts

THUNDERCATS (Elite)
3,046,150 Robert Kisby, Horncastle, Lincs
2,640,600 Steven Alexander, Cullybackey, Ballymena
2,639,700 Warwick Hunt, Huddersfield, W Yorks

TOY BIZARRE (Activision)
545,850 Bjorn Halen, Paipis, Finland
329,550 Anil Khedun, Tottenham, London
275,720 Michael Sharpe, Peterborough, Cambs

TRAZ (Cascade)
274,775 Simon Pile and Richard Maccall, Yatton, Bristol
176,470 John Glynn, Newcastle, Staffs
94,250 Kriss, Northolt, Middx

URIDIUM + (Hewson)
575,005 Tim Goldee, No Fixed Abode
478,025 Neville Lewis, Port Talbot, S Wales
335,350 Wessel Joubert, Belfast, RSA

ZENJI (Firebird)
84,253 Lisa O'Halloran, Victoria, Australia
66,250 Mark Crossthwaite, Stockport, Cheshire
40,225 Mike Gillings, Portsmouth, Hants

ZOLYX (Firebird)
605,681 Edward Yu, Raynes Park, London
524,318 Rob Housley, Thamesmead, London
377,413 M Blaser, Cheadle, Cheshire

ZYBEX (Zeppelin)
445,150 Ged Keaveney, Huddersfield, W Yorks
398,950 Steve Lee, Guildford, Surrey
397,950 Marios Stylianides, London, SW16

ZYNAPS (Hewson)
1,093,200 Michael Collins,Castle Rea, Co Roscommon
398,850 Steve Lee, Guildford, Surrey
388,500 John Farrow, Barrowford, Lancs

WIN Second Drive and a year's supply of New Titles published by Gainstar NOW!!! LOOK BELOW FOR MORE INFORMATION



DEALER ENQUIRIES WELCOME – SPECIAL DISCOUNTS
Distributor enquiries welcome









Targhan

Far from Edengarhn is the castle of the evil one.

Far from your village, a lord keeps the secret, such a powerful lord that he cannot be human, a creature floating a world that dies and grows again . . .

Targhan is probably the most stunning game you'll ever play.

Targhan is an adventure-action game with more than 120 landscapes and 40 different characters. The game is playable on either keyboard or joystick.

The game offers digitised sound and outstanding graphics.

It will be released on Amiga, Atari and PC (EGA, VGA and CGA) by the end of May. The game will run on both colour and mono screens.

Look for reviews in Commodore User, Popular, The One, CBVG, Ace, ZAP, The Games Machine and Amiga User International soon.

Silmarils

To enter our competition please send your warranty cards of TARGHAN and complete the following:

I like the game Targhan because ....

....

Send your entries to: UNIT 1 (Rear of 7), WELLINGTON ROAD, SANDHURST, SURREY GU17 8AW ☎ (0252) 877431-879718 • Fax: (0252) 877431

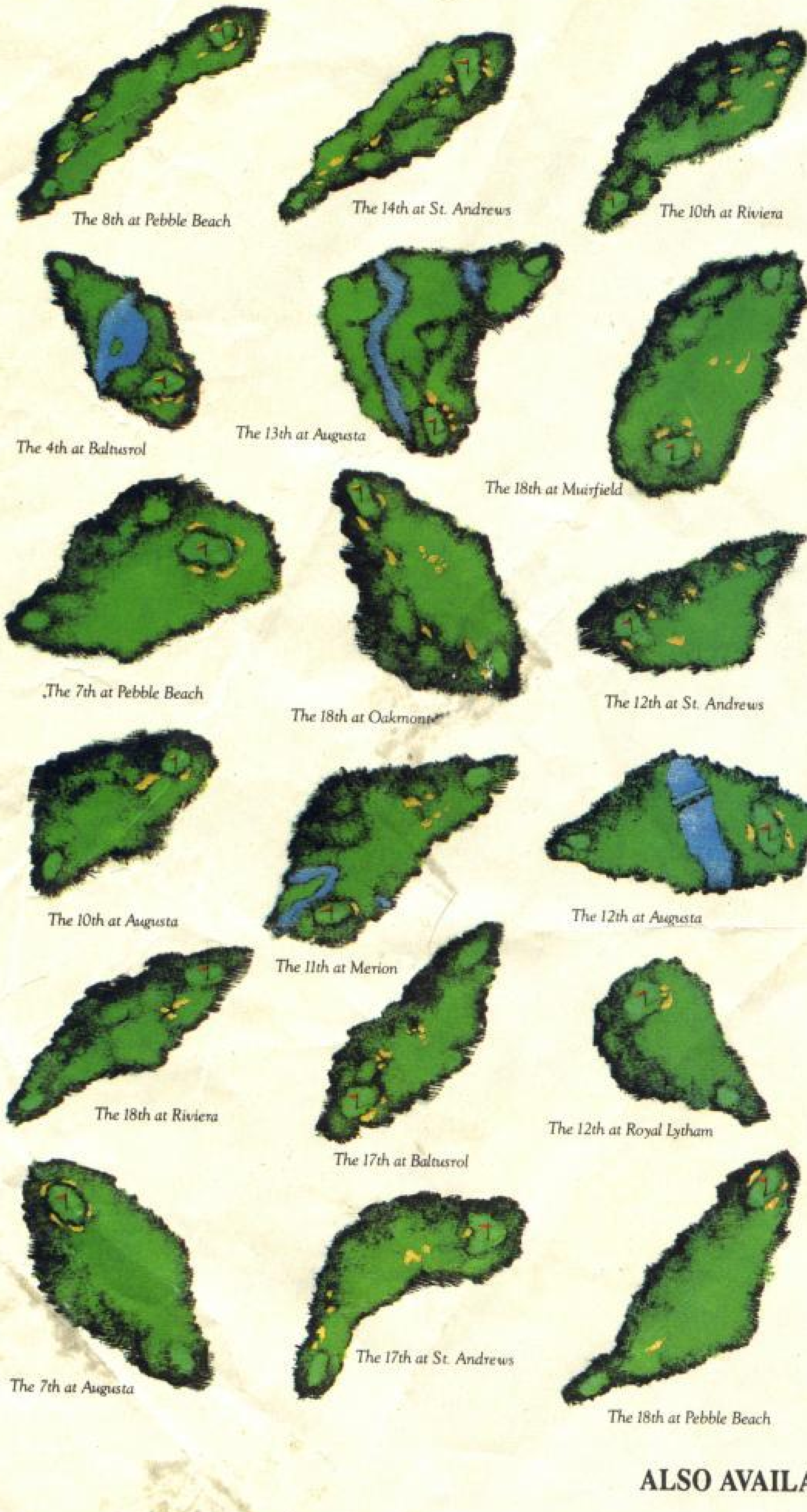
Closing date September 1, 1989.

Gainstar


ZZAP! 64/Amiga



THIS IS THE COURSE THAT JACK BUILT.



The 8th at Pebble Beach
The 14th at St. Andrews
The 10th at Riviera
The 4th at Baltusrol
The 13th at Augusta
The 18th at Muirfield
The 7th at Pebble Beach
The 18th at Oakmont
The 12th at St. Andrews
The 10th at Augusta
The 11th at Merion
The 12th at Augusta
The 18th at Riviera
The 17th at Baltusrol
The 12th at Royal Lytham
The 7th at Augusta
The 17th at St. Andrews
The 18th at Pebble Beach



Tee off on the most challenging 18 holes of major championship golf with the legent who hand-picked each one - Jack Nicklaus.

Jack Nicklaus' Greatest 18 Holes Of Major Championship Golf™ gives you the famous fairways, bunkers and greens that have decided the four major championships of golf. There's even two



additional courses designed by Jack Nicklaus.

Golf in a mixed foursome or go head-to-head with the "Golden Bear" – a computerized Jack who possesses skills patterned directly after his own game. Select skins scoring or stroke play. Contend with gusting winds, rolling hills and random pin placement.

It's you against the greatest golfer of his time. Playing the greatest 18 holes in the world.

Available for IBM PC + Compatibles, Commodore 64 disk. Coming soon on Amstrad.

ACCOLADE™

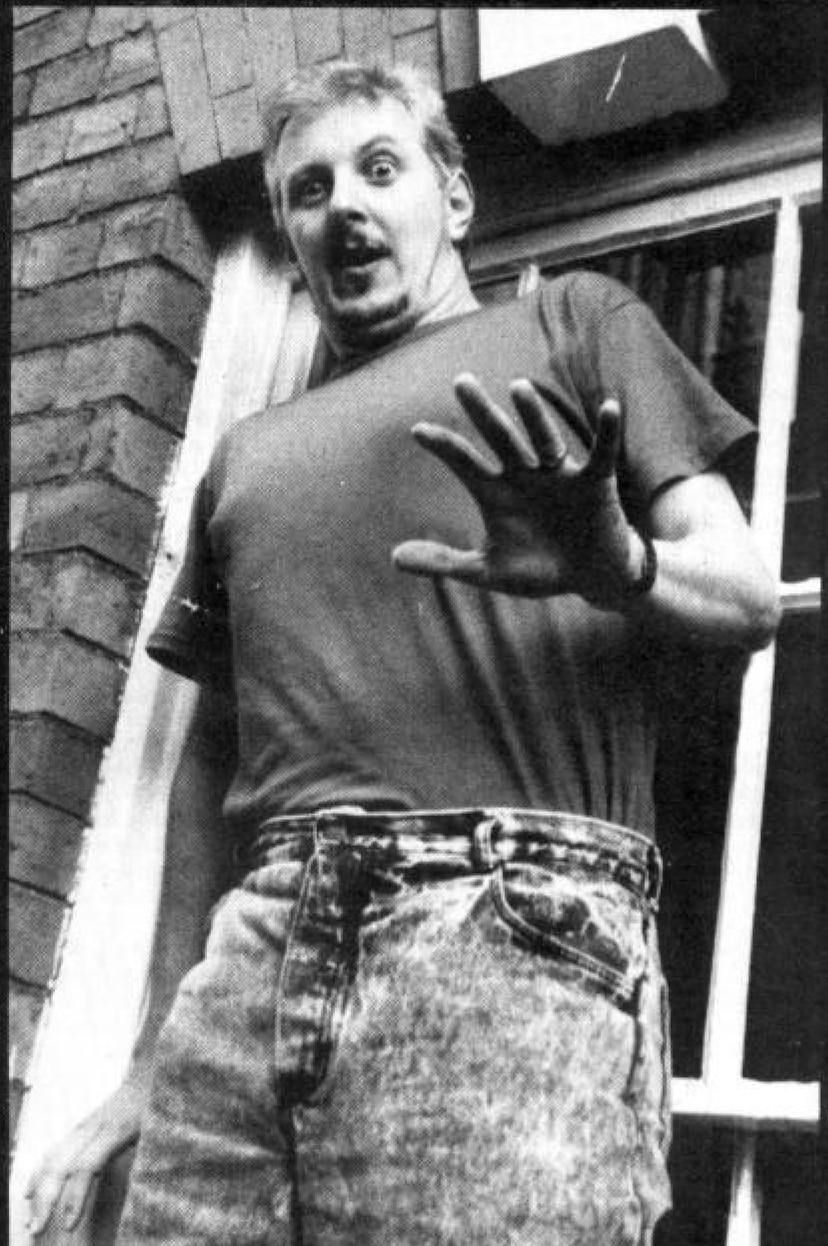
The best in entertainment software.™

Jack Nicklaus' Greatest 18 Holes Of Major Championship Golf is a trademark of Jack Nicklaus Productions, Inc.

ALSO AVAILABLE SOON ON THE AMIGA

WALKER'S WAY

You've read the review of the superb CITADEL, now hear how Martin finally completed the game he's been working on for over a year, with some particularly nasty traps on the later levels.



Saturday 29th April

The main design of the new diagonal HAZARD cities continued this weekend. These look very different from those previously, and also bear in mind the twists that are now beginning to appear from one city to the next. One of the later cities will have no walls at all – instead there will be bottomless chasms between the pathways. This will have one huge consequence. You (and the enemy) will be able to shoot across the divide, providing a sudden increase in possible attack points.

Wednesday 3rd May

The main design work commenced this morning on level five – the ancient city of CHAMBERS. There are no switches to locate here, but all force beams are activated in timed pulses, hopefully giving you time to pass. This one is a real three-dimensional maze of narrow winding corridors and individual cells.

I've now had an opportunity to observe more people playing the game in different ways, and two clear types emerge – those who daren't stop and rely on their momentum to keep dodging the flak, and those who, like me, prefer to stop and think before the next move. CITADEL does seem to be successful at appealing to both those who like their shoot'-em-ups laced with strategy, and those who prefer strategy with a bit of action.

Thursday 4th May

Level five (the ancient city of chambers) needed a few tweaks before the timed force beams fired up correctly, but once in action provided a very different style of play. Although it is easy enough to time your dash through the beam generators (this isn't one of those pixel-perfect platform games!), waiting for a suitable moment allows your pursuers to catch up.

Friday 5th May

Later on a new and devastating type of alien mobile emerged from the sprite editor – the DESTROYER! This will only appear in later levels (a good job too, as you'll need plenty of practice in earlier levels before meeting it for the first time!), but may put in an appearance early on if you hang around too long. It moves quickly, fires a high speed globe and never stops to reload. You'll not thank me the first time you come across one!

Monday 8th May

Well, the events of the past few days can finally be revealed. On Friday I signed a deal with ACTIVISION, who had shown a great deal of interest in CITADEL over the last few weeks, and they now have the rights to publish it around the world! The deal also suggests a finish date of June 1st, which is exactly what I had in mind.

Monday 15th May

The final graphic style is a rather fetching creation in GOTHIC spikes and flourishes. The bosses and shield-like protuberances would not look out of place hanging as trophies from the walls of a Scottish castle. The atmosphere is perfect for the final twist – the traps will remain shut even if you move directly on top of them. Then, just when you are wondering what possible hazards there could possibly be in a city with no defences, you will discover the dreadful truth. Triggering traps containing energy, switches or equipment will activate every other trapdoor in the vicinity.



Tuesday 9th May

The graphic blocks for the VOID level worked out extremely well today – this city will definitely be one of my favourites. Between each pathway is blackness and despair, and you will despair too when you get attacked by something from the other side of the chasm! This set of graphics completes seven styles in all, so I have one more to go.

Various tweaks were made to the weapons today – by popular request the burst fire now not only produces a salvo of four bullets simultaneously, but also has an increased range! It does however take more energy to capture and lasts a shorter time before petering out.

Wednesday 10th May

A few minutes of controlled panic ensued this morning after my monitor suddenly went 'click' and the picture vanished. Luckily I keep an old TV for emergencies, but five minutes later the monitor started working again. I suspect a loose connection – let's hope it's going to hold out until June 1st!

A new gauge has been added to the top of screen 'info pods' which shows the remaining energy in any captured installation. This allows you to see when your precious battering ram is about to batter for the final time, and you can then recapture it if you wish, giving a full recharge (at the expense of your own energy). This certainly makes you think a bit more in the midst of all the action.

Saturday 13th May

The first design for trap placement in the VOID level was just a bit too fierce – with flak coming from eight directions and from across the chasms too it just seemed too much for my poor brain to take in at once. The revised design restricts this level to four way firing installations only, and this proved to be ideal. You still need eyes in the back of your head though!

Preparation for level seven proved to be quite quick. This one is the aggressive one that traditional shoot-'em-up players will feel quite at home with. All guns continue firing at you even when you are stationary, and they don't stop to fire, but just trundle relentlessly towards you in a threatening manner. The DESTROYERS also put in their first appearance.

Tuesday 16th May

After a neat suggestion by Robin (the graphics king of Cyberdyne) each new MONITOR delivered after a life is lost comes in a different colour. A small modification maybe, but it does enhance the feeling that the player controls many devices. The space bar now allows the player to lock a mobile under control into a fixed position relative to MONITOR. This can be extremely useful for protecting MONITOR from a particular direction whilst firing in eight directions and moving any way you like.

Wednesday 17th May

The proximity routine for the GOTHIC level is now fully debugged, so tomorrow will see the start of design work for the final level. And don't worry about the lastability. If you ever manage to loop the game, restarting on early levels will introduce the random trap option. This will also be available from the options on the title screen, and although allowing the switches or equipment to remain in the same positions, all the enemy defences will be completely randomised in each level. Not a suitable choice for a beginner, or the faint hearted. You have been warned!

Thursday 18th May

The GOTHIC level is now in and working, and a most mysterious experience it is! There you are, happily floating down a corridor when suddenly all hell breaks loose all about you. Pneumatic trapdoors burst open in every direction, and staying alive just doesn't seem to be so certain any more. . . .

Friday 19th May

This afternoon saw me visiting ACTIVISION again for discussions about the packaging and instructions for CITADEL, as well as showing the latest version of the game to SOFTWARE STUDIOS. I'm pleased to say that by the time I'd finished showing all the new features and playing through the entire game, they sat there with their jaws hanging open. "We didn't realise there was THAT much in it!!" was the first response. The new twists add so much variety that many of the later levels feel quite different to play. So, when you've mastered the basic techniques of the game, you will be prepared to enter new experiences in the deeper bowels of the long deserted cities.

Thursday 25th May

The random trap placement option was added today, along with the selection and messages on the title sequence. This option will greatly increase the longevity of the game, as even if you get to know every city backwards a whole new vista opens up. In action it's quite frightening, as approaching any trapdoor is now a nerve-racking experience.

Saturday 27th May

The attract sequence is now well under way, with the appearance of every new device synchronised with the title music. After dismantling my monitor screen today I managed to locate the loose soldered joint that had been causing my picture to disappear over the last few days. That's one less thing to worry about. However, believe it or not, my 64 power supply seems to be starting to throw out random spikes that cause everything to crash. And you thought a software developer's life was easy?

Tuesday 30th May

The instructions were written today using an ST, after my 64 crashed yet again and lost two hours work. ACTIVISION have despatched a replacement by courier which will arrive tomorrow. However, by this evening I just THINK that I may have traced the problem. I'll let you know at the end of tomorrow if my strange hunch turns out to be true!

Wednesday 31st May

My hunch was correct. The cause of my computer crashes was . . . MY SOCKS! Believe it or not, after checking when the crashes started, I remembered getting the odd static shock when touching some equipment. These new socks were bought just before it all started, and contain a lot of nylon. A thorough check of all the mains wiring found one loose earth wire. So, after a few hours my static charge was finally discharged through the 64. Crash! All day today (with better earthing and different socks!) there have been no crashes (touch wood, or should that be metal?).

Thursday 1st June

Well here it is. The final (official) day. Although final acceptance date is the 15th, to allow small changes to be made at ACTIVISION's request, this is the date when the latest version will be posted off to Software Studios in Reading for final comments.

This is definitely the last diary instalment, so I'd like to take the opportunity to thank all the people who have helped it on its way. Julian and Steve for asking me to write in the first place, all those moons ago, and Gordon, Kati and Maff for continued enthusiasm, along with Stuart in the final straight (What about me? – Randy). I couldn't go without special thanks to all those Zzap readers who took the trouble to write to me. A special thank you must go to Colin Neal who recently sent a massive 10 page epic complete with sketches, maps and ideas.

Goodbye, and we will meet again (who was that masked man?).

GORDON CUTTY'S BUTCHERY for all your lamb chops, pies and ZZAP! CLASSIFIEDS!

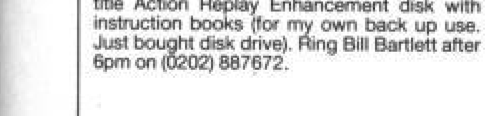


WANTED

Action Replay MK IV or V cartridge, also 90 title Action Replay Enhancement disk with instruction books (for my own back up use. Just bought disk drive). Ring Bill Bartlett after 6pm on (0202) 887672.

Wanted urgently 'Jack Charltons Match Fishing'. Will pay £5 maximum. Ring Nathan on (0344) 482488 after 4.30pm or write to Nathan Brown, 13 Arkwright Drive, Binfield, Bracknell, Berkshire RG12 1FX.

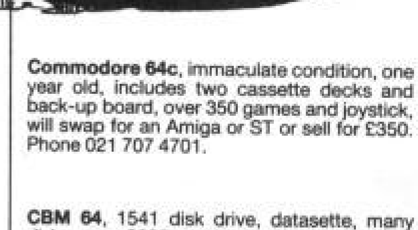
FOR SALE



Commodore 64c, immaculate condition, one year old, includes two cassette decks and back-up board, over 350 games and joystick, will swap for an Amiga or ST or sell for £350. Phone 021 707 4701.

CBM 64, 1541 disk drive, datasette, many disks, over £600 worth of software including Emlyn Hughes, Tracksuit Manager, Microprose Soccer. All leaderbands + many competitions. Worth £1000, sell for £450 to £500. Phone (0483) 504179.

For sale: Commodore 64 home computer, 1541c disk drive, 200+ disks, Expert cartridge, joystick, 2 powerpacks, 2 tape decks, plus lots more. Overall cost £810 - sell for £185 ono. Tel: Wakefield (0924) 372943 after 6.00pm.



Attention all C64 users, I've more than 80 original titles to choose from, including great titles like World Games, I.K., Pitstop 2 etc. For list send SSAE to: Mr R Seymour, Overcombe Cottage, 47 Preston Road, Weymouth, Dorset PT3 6PX.

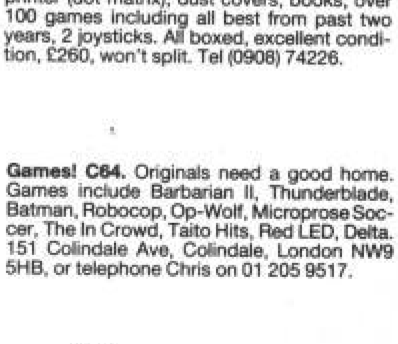
CBM64 games and joystick for sale. 11 games altogether, titles inc. Barbarian 2, Last Ninja 2 and Games Series. Worth £120, will sell for £60 ono. Phone (0582) 600081. Joystick optional.

CBM64 software for sale. All originals. Also loads of magazines for sale. Send SAE for list to R.E. Ward, 88 Little Barn Lane, Mansfield, Notts. NG18 3JJ.

Deal of the century! Commodore 64C plus CN2 tape deck, used for 1 month only, then upgraded. Plus approx. £40 worth of games! And all for £75 ono!! Phone 0737 246061 now!

Bargain CBM 64, cassette CN2, disk drive, printer (dot matrix), dust covers, books, over 100 games including all best from past two years, 2 joysticks. All boxed, excellent condition, £260, won't split. Tel (0908) 74226.

Games! C64. Originals need a good home. Games include Barbarian II, Thunderblade, Batman, Robocop, Op-Wolf, Microprose Soccer, The In Crowd, Taito Hits, Red LED, Delta. 151 Colindale Ave, Colindale, London NW9 5HB, or telephone Chris on 01 205 9517.



C64 games disk and tape for sale from £1.00, over 120 titles including R-Type, Barbarian, Wec Le Mans. Write to J MacCarthy, 10 Villa Blanchard, Blanchardstown, Dublin 15, Ireland for full price list.

C64 games disk and tape for sale from £1.00, over 120 titles including Last Ninja 2, Barbarian, Op-wolf. Write to J Cartwright, 38 Glenville Ave, Clansville, Dublin 15, for a full price list.

C64 games for sale including Project Stealth Fighter, SEUCK, Micro Soccer etc. All originals, cassette only. For list send SAE to Rob Coulson, 30 Dibdin Road, Sutton, Surrey SM1 2PQ.

Games for sale inc. Last Ninja, Tracksuit Manager, Corruption (disk), Captain Blood (disk). Prices from 50p to £10. Phone (0224) 580842 or write to M Atkinson, 27 Salisbury Terrace, Aberdeen, Scotland AB1 6QG for list.



C64 cassette and disk games for sale. Over 100 very cheap originals. Eg: Bangkok Knights (disk) £2.99. Send SAE for price list and details to: Guy at 'Copper Flints', Ringland Road, Taverham, Norwich, Norfolk NR8 6TG.

Amstrad PC 640K, Enhanced Monitor, 200 disks (full), S.Mouse, Amstrad 80 dot matrix printer, 20 MB Hard disk. £895 ono. Tel 0256 22928, daytime 51111 ext. 279.

CBM 64, disk drive, Expert cartridge, freeze button etc., £300 worth of software, 25 disks, datasette. All worth £650, will sell for £350. Ring (0845) 597631 and ask for Keith after 6pm. What are you waiting for?!

Spectrum 128, 6 months old, printer, microdrive, Multiface 128, speech synthesiser, light rifle, joystick interfaces, Lazer BASIC, compiler, Crash 85 to 89, 110 90% games + more. Worth £1500, only £250. Ring (02404) 5560.

CBM64, 2 C2N, £600 worth of software including Robo-cop, Daleys, Op-Wolf, Gunship and about 100 more, 1 joystick and mags, tape back-up and poke cartridge. £170 ono. Dylan, Chelmsford, Essex, 0245 74973.

CBM 64, C2N datasette, over £400 of games, lots of books and mags and one joystick, games include Robocop and R-Type. Worth about £600, will sell for £250. Phone (0932) 246370, ask for Davy.

Bargain Quickshot 1, joysticks going for £5 each plus a free game!!! Whole pack would normally set you back around £20. Send money to M Simpson, 136 Green Lane, Northwood, Middx. (large SAE)

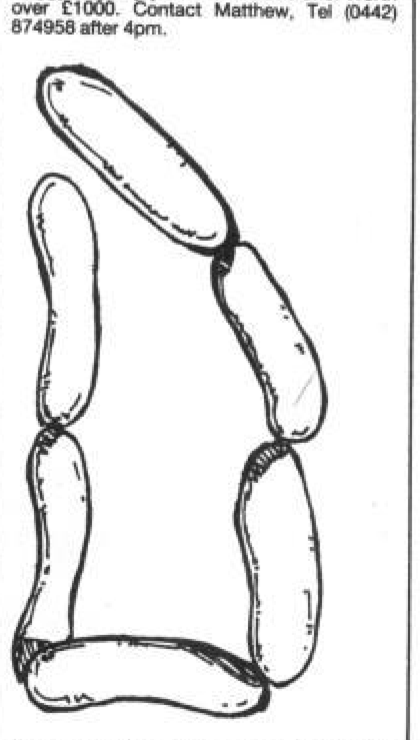
C64 games, 100's on disk and cassette, old and new, many Sizzlers and Gold Medals. Also modem and 1520 printer. £1 upwards. Tel (091) 2843435 and ask for Marshall.

C64 joystick, tape deck, disk drive, modem, Expert cartridge + £400 worth of software, 40 mags. All for £330 ono. Phone Oli after 4pm on 680118 (0532) Leeds. An offer you can't resist.

Software on disk (5.25")! Over 200 C64 titles, many latest games including Run the Gauntlet, Renegade 3 and Speedball. Titles also included are Microprose Soccer, Armalyte, Outrun. All for only £65 ono. Phone Willenhall 608457.

C64c, disk drive, datasette, Pro joysticks, mouse, Expert cartridge, quality original software (disk + tape), 50 disks. Excellent condition. Bargain at £275! Tel. Guildford (0483) 505344.

CBM 128, Oceanic disk drive, C2N Action Replay Mk4, over £600 of games, mostly cassette including Gunship, Rocket Ranger, Buggy Boy, 1 joystick VC9. £550 ono. Worth over £1000. Contact Matthew, Tel (0442) 874958 after 4pm.



C64 tape games, all full priced, about £250 worth includes Target Renegade, Outrun, Bk Knights, Hardball, WS Baseball and much more!! £120 ono. Contact Mark on 0329 834218 for great value!! Please phone after 3pm on weekdays.

C64, 1541 disk drive, Simons BASIC cartridge 'GEOS' work bench, program books, loads of games worth £300+ including Robocop, Speedball, Joystick. Phone (0959) 75368 and ask for Andrew. Want £250, but open to offers.

C64, two C2N's, two joysticks, nearly £500 worth of software including Robocop, Last Ninja 2, Emlyn Hughes Soccer. Excellent condition in original packing. Bargain at £275! Phone Chaz, 021 553 3925 after 6pm.

C64, disk drive, MPS801 printer, freeze frame, C2N tape deck, joystick, stacks of games, loads of magazine. Worth £1250+, will sell for £350 ono. Phone Simon (0234) 782317.



Zzap!64/Amiga, issues 1-50. All the tips and reviews you could ever want! All in great condition (nothing ripped or cut out). For this great offer, phone Joe on 0222 842589: Price £30 ono.

C64, C2N, Comdrum computer drumkit, £600 software (all originals) including Microprose Soccer, Emlyn Hughes, Operation Wolf, 2 joysticks, £150 books and mags. Total cost £900, to you £275 ovno. Phone Gaz on 0795 842698 (Kent) Now!

CBM 64, 1541C D+Drive, C2N, Euromax joystick, Joyball, Compunet modem, communication software, many games, disk and tape, including Morpheus, Hawkeye, Dropzone, Elite, Paradroid, books, manuals including PRG, all for £295 ono. Phone (0494) 725566 evening.



C64 with datasette. Over £100 worth of recent software inc, Operation Wolf, Game Set + Match2. Also Music Maker and joystick. Sell for £130 ono. Phone Matthew on 0626 853653 after 5.45pm weekdays, anytime weekends.

C64, 2 C2N's, 2 joysticks, doubler, over 250 original games (worth £1300) inc. Renegade III, Forgotten Worlds, Stormlord, Vindicators, Denaris, Batman, Sppedball, Op Wolf, Times Of Lore. Total worth £1500, £350 ono. Phone Darwen (0254) 771297.



PEN PALS

Amiga contacts wanted. Send list to: Willie, 23 Cherrymount, Clonmel, County Tipperary, Eire. All letters answered. Everyone welcome.

Amiga contacts wanted. Guaranteed reply (100%). Write to:- Damion Stead, 15 Guildford Close, Beverley North, Humberside HU17 8UL. Send disk or letter. Fast responses only. No rubbish please.

C-64 disk contacts wanted. Write to:- Craig, 24 Renville Road, Broad Green, Liverpool L14 3LW, England. All letters/disks get guaranteed reply. Write now!

Amiga contacts wanted. You've tried the rest, now try the best. Write to Andy, 25 Fecitt Road, Blackburn, Lancs. BB2 6EF. 100% guaranteed reply.

C64 contacts wanted world wide. Send list, tips, tapes, disks to Mark, 32 Denton St, Barnoldswick, Colne, Lancs. BB8 5HZ. SAE for quicker reply.



MISCELLANEOUS

Home written games wanted before 30/8/89. Will pay for wanted games, must be for 64's, on cassette, unwanted games will be returned if you include a SAE. M McDonald, 24 Wedgefields, Hadnall, Shropshire.

Free details on how to earn money in your spare time. Easy work from home. Send SAE for details to: I Ackery, 23 Long Close, Downend, Bristol BS16 2UE.

EARN £££s every week. Easy non-time consuming job to do in your spare time. No tricks involved. Simply send SAE to M P Vessey, 6 High Park Road, Broadstone, Dorset for full details and application form.

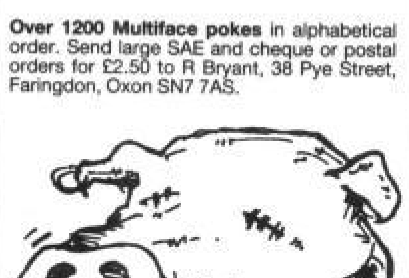
£££s for details on how to earn substantial amounts of money by simple LEGAL mailing work. Send a SAE to Mr P Morris, 687 Liverpool Road, Ainsdale, Southport PR8 3NS.

Earn ridiculous amounts of money using little effort and little outlay for BIG results. For free information pack send SAE as soon as possible, to Philip Griffin, 34 Briarfield, Fatfield, Washington, Tyne & Wear NE38 8RX.

Brilliant M/C program enables '24 different' sprites and 'three' background colours on screen at once!!! For C64. 'Easily' used with BASIC 'OR' M/C. Send £4 + tape to:- W J Hankin, 4 Ambleside Close, Beechwood West, Runcorn, Cheshire. 'Full instructions included'.

10 C64 Public Domain Demo disks packed full with the best demos ever! Only £1.50 each or £12 for all 10!. Send cheques etc. to S P Elmer, 19 Brooksfield, Bildeston, Ipswich, Suffolk IP7 7EJ.

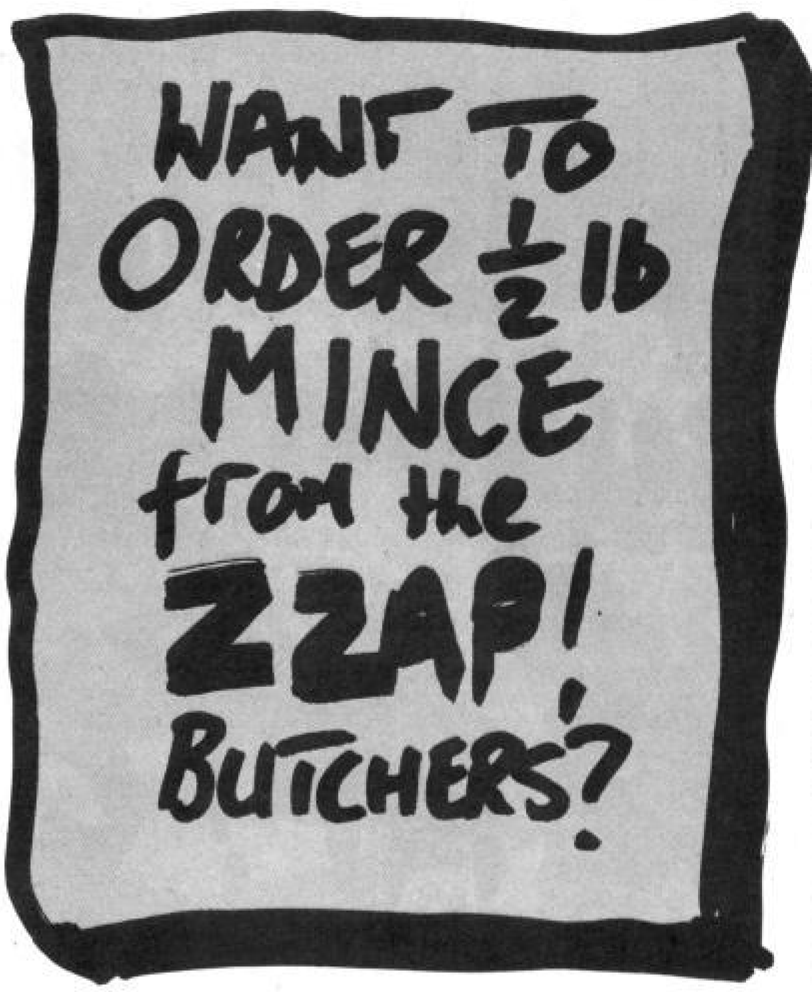
Over 1200 Multiface pokes in alphabetical order. Send large SAE and cheque or postal orders for £2.50 to R Bryant, 38 Pye Street, Faringdon, Oxon SN7 7AS.



FANZINES

ADVENTURE CODER magazine for adventure writers everywhere - all computers and utilities (GAC, PAW, etc.)! Zap that code! Only £1 monthly / £12 yearly. Cheques to:- 'C Hester', 3 West Lane, Baildon, near Shipley, West Yorks BD17 5HD.

CHEAT CITY, magazine for C64/Amiga. 100 cheats! pokes, !tips! Free Credatape with complete games, demos, etc. £10 software voucher, software reviews. 70p payable to S Johnson, Flat 2, 16 Canfield Gardens, London NW6 3JX.



35 WORDS FOR ONLY £2.50!

Thousands of Commodore computer owners across the world read ZZAP! every month. The Reader Classifieds are your low-cost opportunity to reach them with a small ad, whether you want to buy, sell, swap or advise. And it's simple – a one-off cost for up to 35 words for £2.50. Just fill in the form below!

CLASSIFIED HEADINGS

ZZAP! Reader Classified Section is not open to trade or commercial advertisers, but Fanzines may use it. The headings are self-explanatory: **WANTED, FOR SALE, SWAPLINE, USER GROUPS, PEN PALS, FANZINES** and **EVENTS DIARY** (for club/user group news, meetings or planned events). However, be careful about ZZAP! publishing dates with the last!

HOW TO PLACE YOUR SMALL AD

Cut out and send off the form, together with your payment of £2.50 per entry form (cheques or postal orders preferably, made payable to NEWSFIELD LTD). Photocopies of the form are acceptable.

- The maximum is 35 words
- The service is not open to trade/commercial advertisers
- Small ads will be printed in the first available issue
- The editor reserves the right to refuse ads which do not comply with normal decent practice, or which could be interpreted as encouraging software piracy

ZZAP! READER CLASSIFIEDS

Send to **ZZAP! READER CLASSIFIEDS, PO Box 10, Ludlow, Shropshire SY8 1DB**

Name ....

Address ....

....

.... Postcode ....

Tick Classified heading:

☐Wanted ☐For Sale ☐Pen Pals ☐User Groups ☐Fanzines ☐Events Diary ☐Miscellaneous

Method of payment ☐Cheque ☐Postal Order

Write your advertisement here, one word per box, and include name, address and phone number if you want them printed.

THE ULTIMATE BACKUP CARTRIDGE GOES ONE BETTER...

NOW ACTION REPLAY Mk V PROFESSIONAL

FOR CBM64/128 HAS ARRIVED

ONLY **£34.99** POST FREE



AR MkV Reloads an average BACK-UP in 6 Seconds!!

EVEN MORE POWERFUL, MORE FRIENDLY & NOW EVEN MORE FEATURES!

ALL FEATURES AVAILABLE TO TAPE OR DISK USERS.

ACTION REPLAY Mk V differs from all other cartridges because it combines an 8K RAM with a FULL 32K operating system ROM. That means that ALL features are INSTANTLY AVAILABLE AT ALL TIMES.

WARNING!! Other systems use outdated technology which severly limits performance. Action Replay's state of the art hardware gives you MORE POWER, MORE SPEED, MORE FACILITIES than any other cartridge. There really is no comparison. Here are just some of the features...

✓ **TURBO RELOAD** Action Replay Mk V has 2 unique Turbo Loaders - "Ramloader" & "Warp 25". Both work at up to 25 times normal speed! ✓ **PRINTER DUMP** freeze any game & print out the screen. ✓ **PICTURE SAVE** save any HiRes multi colour screen to disk at the push of a button. ✓ **SPRITE CONTROL** full range of controls with 64K operation. ✓ **POKEFINDER GENERAL** an automatic infinite lives generator!
✓ **SUPER COMPACTOR** ultra efficient program compaction techniques. ✓ **TEXT SCREEN EDITOR** modify the text screen on a frozen program. ✓ **SUPERFAST DISK OPERATION** load 200 blocks in just SIX SECONDS. ✓ **MORE TAPE FACILITIES** you don't need a disk drive to use Action Replay. ✓ **TOOLKIT COMMANDS** full range all at the press of a button. ✓ **FULLY INTEGRATED OPERATION** with onboard custom LSI LOGIC PROCESSING CHIP.
✓ **CENTRONICS INTERFACE** for parallel printers. ✓ **PROFESSIONAL MACHINE CODE MONITOR** Full 64K monitor available at all times with full range of commands.

TOTAL BACKUP POWER

The most powerfull backup system ever devised. Unstoppable freezer system. Freeze at any point. Just press the magic button to backup your programs.

❑ TAPE TO TAPE ❑ TAPE TO DISK ❑
❑ DISK TO DISK ❑ DISK TO TAPE ❑

VERY fast & efficient program compaction. Single part save at TURBO speed to disk or tape. Backups turboload INDEPENDENTLY of cartridge. No "programing" or user knowledge required.

THE PROCESS IS AUTOMATIC - JUST GIVE THE BACKUP A NAME.

WHAT THE REVIEWERS SAID

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. *The Cartridge King!*"
Commodore Disk User

UPGRADE INFORMATION

Mk IV Professional to Mk V Professional - just send £9.99 & we will send you a new Mk V Operating System Chip for you to just plug in! Mk IV (Standard) to Mk V Professional - send your old cartridge plus £15.99 & we will upgrade it (allow 14 days).

PERFORMANCE PROMISE

Action Replay has an unmatched range of onboard features. When you buy Action Replay, if you don't find our claims to be true, then return it within 14 days for a full refund.

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW. View your favourite screens in a slide show type display.

BLOW UP. A unique utility to allow you to take any part of of your picture & 'blow it up 'to full screen size.

SPRITE EDITOR. A complete sprite editor helps you to create or edit sprites.

MESSAGE MAKER. Takes your favourite screen created with a graphics package or captured with Action Replay & turns it into a scrolling screen message complete with music.

ONLY £12.99

NOTICE 1988 COPYRIGHT ACT

DATEL ELECTRONICS Ltd. neither authorizes or condones the use of it's products to reproduce copyright material. It is illegal to make copies of such material without the expressed consent of the copyright owners or thier licencees.

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY 0782 744707 | TECHNICAL ONLY 0782 744324

Psygns of the time

Psygnosis's name has become synonymous with the kind of spectacular presentation which pushes even the Amiga to its limits. Their latest game, *Blood Money*, ranks as an all-time ZZAP! office favourite - loaded up whenever there's a spare minute. Roving reporter Robin Hogg recently paid a visit to Liverpool to see Psygnosis developing their very latest mega-games for the Amiga (and C64).

The huge offices of the Liverpudlian software house are entirely in keeping with the superb packaging of its games. In one massive office there's a steel-look Psygnosis logo big enough to make you assume it's fake, which it isn't. Then there's some superb Roger Dean prints, and even an original – safely secured away behind chrome rails. Using a Dean picture on the packaging is rumoured to cost Psygnosis the price of a medium-range car, but judged well worth it by the company (and us!).

Psygnosis's debut game, *Brataccus*, was one of the very first available for 16-bit machines and carried the hefty price tag of £35. It featured a character called Kyne, seeking to clear his name of a murder charge in an innovative arcade adventure which allowed conversation (via thought-bubble options) and sword-fights. The principal drawback was its ambition, with 'intelligent' mouse/joystick control, which allowed a couple of dozen actions to be accessed without keys, *if* successfully mastered. This was Research and Development Level 1, and took 18 months to write with ex-Imagine staff such as **Eugene Evan** contributing. The somewhat pretentious R&D concept is an indication of Psygnosis's very real determination to keep advancing their programming techniques, rather than getting stuck in a rut with one particular type of game. Appropriately enough R&D level two took a much different tack, producing *Deep Space*, a spacefaring arcade-action game, and *Arena*, a very pretty, but sluggish sports simulation.

It was the next R&D level, though, which produced major league commercial and critical success, with *Terrorpods* and *Barbarian*. The graphic quality and sound took a giant leap with these, as did animation (albeit still a touch juddery). *Terrorpods* was a complex strategy cum shoot-'em-up, but it was *Barbarian* that ultimately made the most impact. The beauty and range of the graphics in this fantasy arcade adventure were genuinely stunning, while the main character – Hegor – had most of the actions of Kyne, but a slick new icon-control system worked to perfection.

Level four started off with *Obliterator*, which applied the *Barbarian* control system to a futuristic arcade adventure, and concluded with the superb *Blood Money*. In parallel with these releases there was also the new Psyclapse label with products costing £20 instead of £25. The first release on Psyclapse was the superb shoot-'em-up *Menace*, which was soon followed by *Baal* (reviewed this issue), the disappointing *Captain Fizz Meets The Blasterons* and the reasonable future-sport sim *Ballistix*.

It's the latest R&D level games, though, that are causing the most excitement. From what I've seen of *Beast* and *Aquaventura*, they could represent as much of a leap as *Barbarian* and *Terrorpods*! And fortunately they're not going to be the only Psygnosis games for another long year. Psygnosis's founders **Ian Hethrington** and **Jonathon Ellis** plan to radically increase the number of releases: for the rest of 1989 alone, 15 titles are lined up (including conversions) with another five before February.



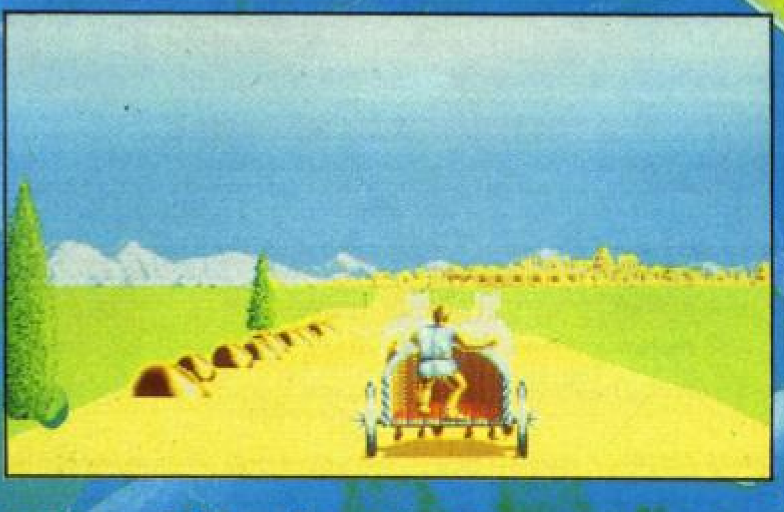
Barbarian 2

The sequel sees a lot more animation in the main character (who's learnt to ask for some armour this time) along with 'loads' of new graphics, such as skeletons, magicians, bulls, head-chopping guards and a large dragon to name just a few. Full screen scrolling makes an appearance with yet more screens and puzzles to tackle. September release.

Interestingly, Psygnosis regard **Cinemaware/Mirrorsoft** as their main rivals – the quality comparison is obvious but 'Cinemaware are limited to around 2 games a year'.

Thankfully Psygnosis are now moving to directly support the 8-bit market with *Ballistix* and *Captain Fizz* emerging on the 64 any time now, converted under the Psyclapse label rather than the former Psygnosis/Melbourne House hybrid.

Asked whether he thought the C64 and Amiga were being pushed to their limits, Ian Hethrington said, 'We can make the Amiga stand on its head



The Chariot Game

It's planned to be called something else (we're not to say what yet) but this 3-D racer has more than a passing reference to Cinemaware games. It'll have samples of 'the crunch of bones, the bloodthirsty crowd, horses hooves' along with glorious static screens. Following the inter-city chariot race, there's to be a climatic stadium race. September release.



Beast

Another Psygnosis Gold game, *Beast* (planned for an August release) is surreal to the last with a weird humanoid creature running through four zones of 70 screens each with 13 (count them!) levels of (50 frames per second) parallax scrolling and 128 colours. 900K of totally absorbing, mean and moody David Whittaker music (twice as much as that in the *Afterburner coin-op*) accompanies the running, punching, kicking, spell-throwing action together with some of the most impressive baddies you're likely to see this year. *Beast* has been created by *Ballistix* programmers, **Reflections (Martin Edmonson and Paul Howarth).**



Aquaventura

This is Ian Hethrington's baby ('I try to work on it for about a day every week, in between running the company') and will be the second on the new Psygnosis Gold label. It's an aquatic blasting game, planned for September, which could take 3-D that much further – 'mathematically intensive, fast-moving polygon structures with bitmapped screens.' Whatever the programming techniques, the effect is stunning with a movie-quality start sequence which makes *Blood Money*'s intro look simple by comparison. Above-water action involving 'go and destroy that object' gameplay is complemented by underwater scenes and inter-level causeway travel. Rotating balls forming the shape of a man (who subsequently runs away) just have to be seen to be believed.



and like the 64 we'll never reach the outer limits. It's been very exciting to see the 64 market continually develop this way and we aim to see the same thing happens with the Amiga.'

The future? – 'expanding to consoles' was the word, 16-bit consoles mainly, if not totally. Already they've signed a deal with US company *First Star*, which has a strong interest in that market, currently producing for the 8-bit Nintendo, Sega and hand-held Nintendo Game Boy. 'We believe the 16-bit console market will really come into its own next year,' said Jonathan Ellis. Coin-op conversions have been considered but, with passing reference to inconvertibles like *Afterburner*, Psygnosis just 'wouldn't begin to try to convert' what are basically dedicated graphic/sonic 'fairground rides'.

Through consoles comes access to Mass markets (with an emphasised capital 'M') and the elimination of piracy – tales of *Blood Money* entering the rogue Bulletin Boards network within 90 minutes of its official release were met not without emotion! 'If we could prevent piracy we could at a stroke cut our Amiga game prices by half. Nine months to a year is a long time spent to see it lost within weeks of the creation's release – especially with our longer shelf-life games'.

For the foreseeable future, though, Psygnosis will continue to support both the Amiga and C64 with the 'megagame' extravaganzas we're beginning to expect from the Merseyside company.

OTHER PLANNED TITLES

The official 'Jason and the Argonauts' game is currently under development (Psygnosis should have no problem computerising the classic Ray Harryhausen special effects).

Also, an atmospheric, first person 3-D game in the mould of *Dark Side* is being programmed by *Voyager* author **Danny Gallagher.**

DON'T BE A SILLY ART!

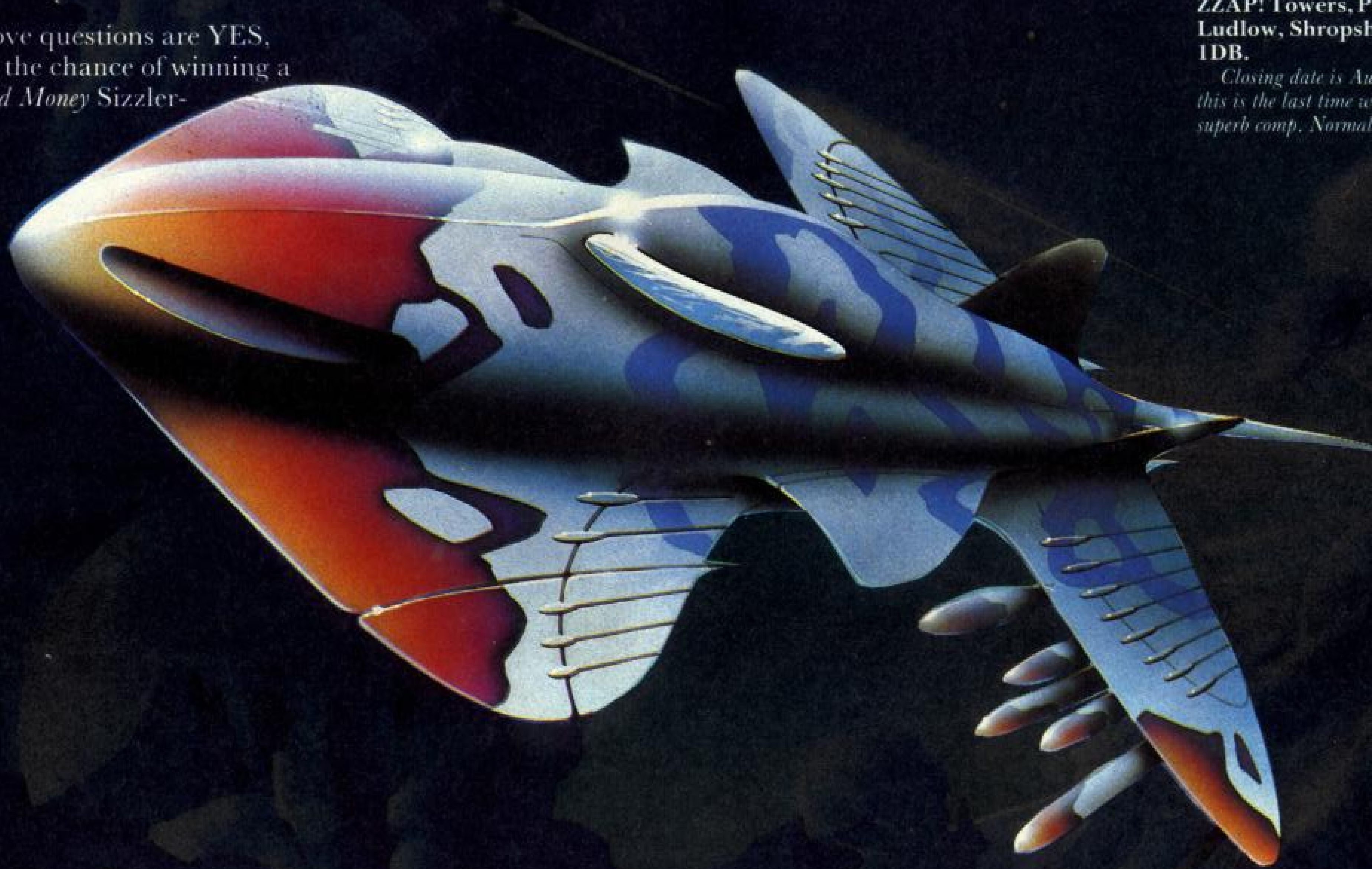
. . . Draw a perfect piccy and win Sculpt 4D with Psygnosis!

- *Have YOU got an Amiga?*
- *Do YOU possess an art package for the wonder-machine?*
- *Can YOU use it properly?*

If your answers to the above questions are YES, then you could be in with the chance of winning a fab prize, courtesy of *Blood Money* Sizzler-merchants, Psygnosis!

You'd have to be a bit of a div not to notice the artwork so often displayed on Psygnosis **products and, to be blunt, you all have to admit that they're pretty damn impressive. But are they so good that they can't be bettered? That's what we want YOU to find out!**

Using any of the Amiga art utilities currently on the market, we need you to create a piccy soooo mindblowingly awesome that it could be used on the box of a future Psygnosis title! The rewards are great, as you will see now: the first prize winner will receive *Sculpt 4D* from Byte by Byte complete with all necessary hardware upgrades, a ticket to this year's PC Show at Earl's Court, London, where the prizes will be awarded, coverage of your illustration in ZZAP! and, quality permitting, use of your drawing on an as yet unspecified forthcoming Psygnosis release! The winner won't be alone either, because five lucky burghers will also be toddling along to the PC Show, to collect the **ENTIRE COLLECTION** of Amiga Psygnosis titles available!



ZZAP! COMP

Okay, you've been given the gen, so pick up that pen (well, mouse) and start scribbling! Once completed, send the disk right along to: **ARTY FARTY PSYGGY COMP, ZZAP! Towers, PO BOX 10, Ludlow, Shropshire SY8 1DB.**

Closing date is August 10 and this is the last time we'll print this superb comp. Normal rules apply.

ZZUPERSTORE

ZZAP! T-SHIRT
The favourite T-Shirt in Medium and XX Large sizes. 50% cotton and 50% polyester.
XX LARGE AND MEDIUM
OFFER £4.95

ZZAP! BINDER

Have a binding relationship with your favourite computing mag! Maroon with Gold logos.
OFFER £4.50

ZZAP! KEYBOARD COVER
Protect your old faithful from dust, coffee and the universe with these super quality grey covers complete with ZZAP! logo made to suit your keyboard.
CBM64 FIT OFFER £5.00
CBM64C FIT OFFER £5.50
CBM128 FIT OFFER £5.50



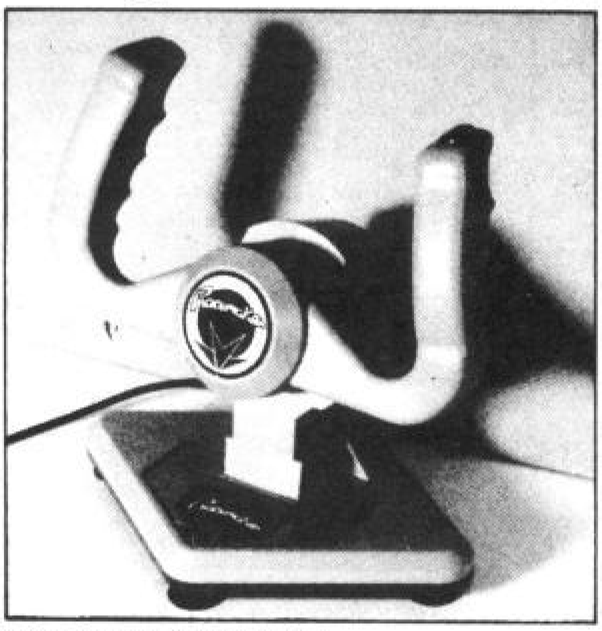
KONIX NAVIGATOR
Brand new ergonomically designed handheld joystick with Fire Button positioned directly beneath the trigger finger.
OFFER £14.99

KONIX MEGABLASTER
Precision moulded control knob with steel shaft for complete reliability. Dual fire buttons for left and right hand use. Heavy duty leaf switches and rubber suction cups.
OFFER £6.99

EUROMAX COBRA
Brand new design with 8 microswitches. 3 Autofire buttons and single normal fire button provide trigger readiness.
OFFER £11.95

EUROMAX ELITE STANDARD
Short travel microswitch action in ergonomic and highly durable design.
OFFER £9.95

EUROMAX ELITE GRIP
Same as Elite Standard, but with new ergonomic grip.



EUROMAX RACEMAKER
Brand new arcade style controller ideally suited for simulations. Tough design with fire button on each steering grip and Dial-a-Speed Autofire.
OFFER £26.95

OFFER £10.95

EUROMAX PROFESSIONAL STANDARD
High durability, rapid response and ultra sensitive movement.
OFFER £15.95

EUROMAX PROFESSIONAL GRIP
Same as Professional Standard, but with ergonomic grip.
OFFER £13.95

EUROMAX PROFESSIONAL AUTOFIRE
Same as Professional Standard, but with Autofire.
OFFER £18.95

EUROMAX MICRO-HANDLER
An array of features: extra-sensitive microswitch action, two integrated paddles, variable Autofire, extra large fire buttons and solid metal casing with rubber suction cups.
OFFER £19.95

DYNAMICS COMPETITION PRO 5000 (NORMAL)
Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control.
OFFER £13.50

DYNAMICS COMPETITION PRO 5000 (CLEAR)
Same as PRO 5000 NORMAL, but with see-thru body.
OFFER £14.00

DYNAMICS COMPETITION PRO EXTRA
Features Rapid Fire, unique slow motion and see-thru body.
OFFER £15.00

POWERPLAY CRUISER STREAMLINE ALL BLACK
With dual lead for Spectrum 48K/128K/Plus/Plus2/Plus3.
OFFER 12.99

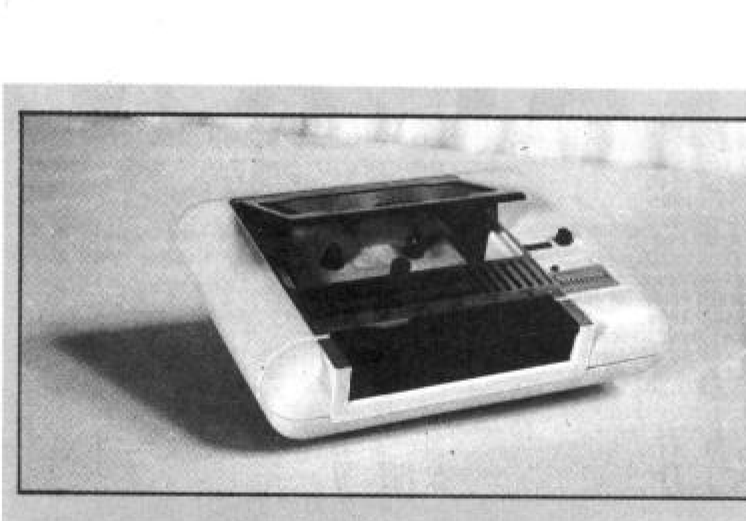
POWERPLAY CRUISER CLEAR AUTOFIRE
Simply by holding down either of the fire buttons engages Autofire.
OFFER £12.99

POWERPLAY CRYSTAL STANDARD
Clear joystick with red fire buttons and pistol grip handle.
OFFER £14.99

POWERPLAY CRYSTAL TURBO
Same as CRYSTAL STANDARD, but includes fast Autofire action.
OFFER £16.99

AMIGA A501 512K RAM EXPANSION UPGRADE + CLOCK CARD
Internal Ram upgrade to 1024K RAM.
OFFER £129.99

AMIGA A520 MODULATOR
Use your Amiga with a domestic TV set or composite video monitor.
OFFER £24.99



LOAD-IT

Eliminate tape loading problems on your C64. LOAD-IT achieves 100% software loading success even on the most obstinate tapes. It provides permanent head alignment adjustment with the help of an LED array for optimum signal indication. Guaranteed for one year. A must for the serious games player!
OFFER £39.99

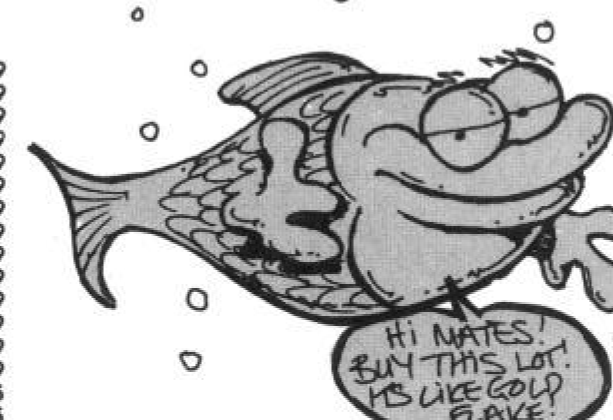
SOFTWARE HITS

C 6 4 cassette

1942	Encore	£ 1.99
3-D POOL	Firebird	£ 7.99
ARCADE FLIGHT SIM.	Codemasters	£ 2.99
AMERICAN CLUB SPORTS	Mindscape	£ 7.99
BAAL	Psyclapse	£ 7.99
CIRCUS ATTRACTION	Golden Goblins	£ 7.99
CITADEL	El. Dreams	£ 7.99
DANGER FREAK	US Gold	£ 7.99
DARK FUSION	Gremlin	£ 7.99
DEEP STRIKE	Encore	£ 1.99
FORGOTTEN WORLDS	Capcom	£ 7.99
GILBERT	AgainAgain	£ 7.99
GRAND MONSTER SLAM	Golden Goblins	£ 7.99
HATE	Gremlin	£ 7.99
MAYDAY SQUAD	Tynesoft	£ 7.95
NAVY MOVES	Dinamic	£ 7.95
NINJA COMMANDO	Zeppelin	£ 2.99
PHOBIA	Imageworks	£ 7.24
REAL GHOSTBUSTERS	Activision	£ 7.99
RICK DANGEROUS	Firebird	£ 7.99
SABOTEUR II	Encore	£ 1.99
SPEED BALL	Imageworks	£ 7.99
STORMLORD	Hewson	£ 7.99
SUPER SCRAMBLE SIM.	Gremlin	£ 7.99
TESTDRIVE II THE DUEL	Accolade	£ 7.95
TITAN	Titus	£ 7.99
XENON	Melbourne	£ 7.99

C 6 4 disk

3-D POOL	Firebird	£11.99
AMERICAN CLUB SPORTS	Mindscape	£11.99
BATTLETECH	Infocom	£15.99
BAAL	Psyclapse	£10.44
CIRCUS ATTRACTION	Golden Goblins	£10.44
CITADEL	El. Dreams	£11.99
DANGER FREAK	US Gold	£11.99
DARK FUSION	Gremlin	£11.99
FORGOTTEN WORLDS	Capcom	£11.99
GILBERT	AgainAgain	£11.99
GRAND MONSTER SLAM	Golden Goblins	£10.44
HALLS OF MONTEZUMA	SSG	£15.45
HATE	Gremlin	£11.99
HILLSFAR	SSI	£15.99
JACK NIKLAUS GOLF	Accolade	£13.45
MAYDAY SQUAD	Tynesoft	£11.95
NAVY MOVES	Dinamic	£11.95
OVERRUN!	SSI	£19.99
PHOBIA	Imageworks	£10.44
PROJECT FIRESTART	Electronic Arts	£11.99
REAL GHOSTBUSTERS	Activision	£11.99
RICK DANGEROUS	Firebird	£11.99
SPEED BALL	Imageworks	£11.99
STORMLORD	Hewson	£11.99
SUPER SCRAMBLE SIM.	Gremlin	£11.99
TESTDRIVE II THE DUEL	Accolade	£13.45
TITAN	Titus	£11.99
XENON	Melbourne	£11.99



A M I G A

3-D POOL	Firebird	£15.99
AIRBALL	Microdeal	£15.99
AMERICAN ICE HOCKEY	Mindscape	£19.99
ARCHIPELAGOS	Logotron	£19.99
BALANCE OF POWER	Mindscape	£19.99
BATTLEHAWKS	Lucasfilm	£19.99
BATTLETECH	Infocom	£19.99
BEAM	Magic Bytes	£19.99
BIO CHALLENGE	Palace	£19.99
BLOOD MONEY	Psygnosis	£19.95
CHUCKIE EGG II	Pick'n'Choose	£15.95
COLOSSUS CHESS X	CDS	£19.99
CRAZY CARS II	Titus	£25.99
DANGER FREAK	US Gold	£15.99
FORGOTTEN WORLDS	Capcom	£15.99
GAUNTLET II	US Gold	£19.99
GOLD RUSH	Sierra	£19.99
GRAND MONSTER SLAM	Golden Goblins	£15.99
GUNSHIP	Microprose	£19.95
HAWKEYE	Thalamus	£15.99
KICK OFF	Anco	£15.95
LORDS O.T.RISING SUN	Cinemaware	£19.99
MAYDAY SQUAD	Tynesoft	£15.95
MICROPROSE SOCCER	Microprose	£19.95
MILLENIUM 2.2	Electric Dreams	£19.99
NAVY MOVES	Dinamic	£19.95
OPERATION NEPTUNE	Infogrames	£19.95
PAC-LAND	Grandslam	£15.95
RAIDER	Impressions	£15.95
REAL GHOSTBUSTERS	Activision	£19.99
RUNNING MAN	Grandslam	£19.95
S.DAVIES W.SNOOKER	CDS Software	£15.99
SHOGUN	Infocom	£23.99
TESTDRIVE II THE DUEL	Accolade	£19.95
THE KRISTAL	Addictive	£23.95
TIME SCANNER	Activision	£19.99
VICTORY ROAD	Ocean	£19.95
VINDICATORS	Domark	£15.99
W. GRETSKY HOCKEY	Mindscape	£19.99
WICKED	Electric Dreams	£19.99

How to order

Apart from our highly recommended games list, you can order any game released by the major software houses to date on cassette, disk or cartridge.

The offer prices on our games list include a generous discount and are inclusive of First Class postage.

If you wish to order a game not included in the list, please use the following Special Offer discount table to calculate your Offer price from the recommended retail price quoted on the software houses adverts.

SPECIAL OFFER DISCOUNT TABLE

RRP	OFFER	SAVE
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.24	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

Remember, apply the discounts to RRP prices only, not to our discounted Offer prices quoted on this page!

Don't forget to indicate which computer you own and whether you require the software in cassette, disk or cartridge form.

Similarly, don't forget to indicate garment size for T-shirts.

Prices valid for UK/Eire/Europe only. For Overseas orders please add £2.00 per item for Air Mail delivery.

Not all listed or advertised products will have been released at press time. Goods will be despatched as soon as possible. Customers will be informed of any long delays.

Please ring (0584) 5620 for release dates!

BUDGET SPECIAL OFFER!

Order four games in the £1.99 range and pay for three (£5.97 payment total - a saving of £1.99!

Order four games in the £2.99 range and pay for three (£8.97 payment total) - a saving of £2.99!

BACKNUMBERS

No 4 Aug 1985
No 5 Sep 1985
No 8 Dec 1985
No 12 Apr 1986
1985 ZZAP! Mindsmear Preview! Wild sounds from your 64 - Datel Digidrum and Sound Sampler reviewed!
No 13 May 1986
Alter Ego Gold Medal! The Daily LLama - diary of Minter! Infocom interview! Palace Software interview! Mindsmear confession! Imagine interview! Index for issues 1-12!
No 14 Jun 1986
Spindizzy Gold Medal! Infocom interview part 2! Steve Evans interview!
No 15 Jul 1986
Leaderboard Gold Medal! Budget reviews bonanza! Euromax's Mouse and Cheese! CRL previews!
No 16 Aug 1986
Controversial Musician's Ball interview! Vidcom art package reviewed!
No 17 Sep 1986
GAC! Commodore's Music Expansion System reviewed! Software Cuties Special! Zzapstick!
No 18 Oct 1986
Greg Barnett interviewed!
No 19 Nov 1986
World Games Gold Medal! Delta Four interview! Zzapstick! John Twiddy interview!
No 20 Dec 1986
The Sentinel! Boulderdash Construction Kit! Firebird's fabulous Microrhythm Drum Kit reviewed!
No 21 Xmas Special
Denton Designs Revisited! Desert Island 5.25''! Rockford's Round-Up! Tamara Knight part 1!
No 22 Feb 1987
Kele-Line Profile!
No 23 Mar 1987
Sensible Software interviewed! The Andrew Braybrook Diary - Mental Procreation!
No 24 Apr 1987
Coin-Ops reviewed!
No 25 May 1987
Crucial Compilations comparison! Fantastic Oli Frey Pull-Out Poster! Impossible Mission Past Blaster! Index for issues 13-24!
No 26 Jun 1987
Sampler Cassette! The Terminal Man III A Hitchhikers Guide to Douglas Adams! Oink's Curly Tale!
No 27 Jul 1987
Arcades Analysed! Philippa Irving's Manoeuvres - The Beginning! The Nintendo Console! American Football Round-Up!
No 28 Aug 1987
Penn leaves! Behind the scenes of the Living Daylights! The C16 scrutinised!
No 29 Sep 1987
California Games! The Sega Console! Raster Interrupts De-Mystified!
No 30 Oct 1987
Bubble Bobble! The Advanced OCP Art Studio! Mel Croucher and PBM! Arcades Analysed!
No 31 Nov 1987
Accolade's Comics! RPG's Scrutinised! Combat Zone! Microprose Feature! Ubik's Music!
No 32 Dec 1987
16-bit Special! Predator Film Expose! PCW Show Report!
No 33 Xmas Special
A Day At The Arcades! Crucial Compilations! Fabulous Giant Poster! A Musical Interlude!
No 34 Feb 1988
Predator Pull-Out Poster! Amiga Action!
No 35 Mar 1988
Valentine's Day Pull-Out Poster! The Future of Computers - A look at Sci-Fi Films! Electronic Imagery - Digital Pictures interview!
No 36 Apr 1988
Amiga Supplement! Walker's Way - New Diary of a Game series! Budget Test!
No 37 May 1988
Zzap Tips Mega Special! Mel Croucher looks into the future of the software industry! Amiga Action!
No 38 Jun 1988
Zzap! Mega Index! Another Crucial Compilation Comparison! Budget Test!
No 39 Jul 1988
Arcade Supplement! Zzap visits Microprose! Budget Binge!
No 40 Aug 1988
The Definitive Guide to Puzzle Games! Mammoth Compunetness! Barbarian III
No 41 Sep 1988
PG's Big Tips - POKEs, maps and cheats! Massive Enter The Harlequin!
No 42 Oct 1988
TIMETUNNEL COVERMOUNT! PC Show Supplement! ACME Large Amiga Supplement!
No 43 Nov 1988
CYBERNOID 2 & HAWKEYE DEMO CASSETTE! Massive Amiga Section! Mel's Classic Computer Cock-ups! Having Knightmares - Anglia TV's RPG Show!
No 44 Dec Xmas Special 1988
THUNDERBLADE & PEPSI MAD MIX DEMO CASSETTE! Xmas Re-release and Hardware Round-up! Zzap! Index! Compilofax - The Compilation Round-up!
No 45 Jan 1989
ROBOCOP DEMO & PARALLAX CASSETTE! Robocop feature and review! Another helping of Chuck Vomit!
No 46 Feb 1989
Rainbow Arts - As They Play in Germany! 16-bitish Elite, Total Eclipse, Microprose Soccer, Ingrid's Back (what about her front!)
No 47 Mar 1989
LED Storm, Rocket Ranger, Batman, Zak Mackracken, TV Sports Football! Playing Tips - Map of Soldier of Fortune!
No 48 Apr 1989
Blasteroids Poster! Blasteroids, Populous, Pastfinder, Grand Prix Circuit, Dungeon Master, DNA Warrior, R-Type, Denaris, ISS! Map of Total Eclipse!
No 49 May 1989
Are You Console Crazy? Renegade III, Cybernoid 2, Voyager Silkworm, Robocop, War in Middle Earth! Batman map!
No 50 Jun 1989
PHOBIA DEMO & ZIG ZAG - THE REMIX CASSETTE! Tips Special! Xenon, Speedball, Battlehawks 1942, The Muncher, Powerdrome, The Kristal, Forgotten Worlds, Kick Off, Hillsfar! Forgotten Worlds Poster!

Check order coupon for order details.

zzuperstore

A full price subs deal!

Subscribe to ZZAP! and you get a FREE FULL-PRICE GAME as a subscription gift!

PHOBIA cass
TEST DRIVE II cass
STORMLORD cass

Take your pick from any of these fab games - it's yours free when you subscribe to ZZAP! And remember: You'll get

- 12 brilliant issues of ZZAP! delivered straight to your door!!!
- **FREE one of three** games cassettes offered!!!
- the chance to participate in future special subscription offers!!!

Send in your coupon today!!!

If you're already a subscriber and don't want to resubscribe yet, you can participate in this amazing offer by sending in a paltry

I want to subscribe to 12 issues of ZZAP! and receive my subscription gift.
If I've already got a ZZAP! subscription, and it is running out soon, I extend it for a further twelve issues - and still get my subscription gift.
If I am a current subscriber, but do not wish to extend my subscription, I can still get one of the three subscription offers at a ridiculous £6.95!

Please tick the appropriate box:

- ☐ I enclose £18.00 for a new ZZAP! subscription mainland UK
- ☐ I enclose £25.00 for a new ZZAP! subscription outside mainland UK - surface mail
- ☐ I enclose £38.00 for a new ZZAP! subscription outside Europe - Air mail
- ☐ I enclose £6.95 for the special subscription offer of my choice

- ☐ I am a new subscriber
- ☐ I am an existing subscriber. My subscription number is

Please extend my subscription starting with issue No:

Please send me the following subscriber discount offer:

- ☐ **PHOBIA cass**
- ☐ **TEST DRIVE II cass**
- ☐ **STORMLORD cass**

(Please tick required item)

EARLY WARNING:

If you wish your sub to commence with issue 53, we must receive your coupon no later than 26th July 1989.
Please allow 28 days for your free gift.

ORDER FORM

MY COMPUTER IS:

CODE	ITEM	PRICE

The software discount table may only be applied to recommended retail prices as seen in the ads of this magazine, not on **OFFER** prices shown within the ZZUPERSTORE pages. No other discounts may be applied.

SUBTOTAL

CRASH BACK NUMBERS
Normal back issues £1.45 (inclusive P&P)
Xmas issues £2.15 (inclusive P&P)
OVERSEAS please add £0.80 to above prices.
SPECIAL QUANTITY DISCOUNT:
Order 4 issues and pay for 3
lease supply the following **BACK NUMBERS** (Circle required items)

05 08 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51

BACK NUMBER ORDER TOTAL £

ORDER TOTAL £

Name

Address

Postcode

Please make cheques/postal orders payable to **ZZAP!** It is best to avoid sending cash payments. Please DO NOT enclose ANY order with mail to the EDITORIAL side of the magazine as this will result in DELAYS! Send your orders to the address below.

☐ I enclose a cheque/p.o. for: £

☐ I wish to pay by **VISA/ACCESS** (Delete as appropriate)

Please debit my VISA/ACCESS ACCOUNT by: £

My account No. is:

Expiry Date Signature

SEND THIS FORM TO:

ZZAP! ZZUPERSTORE, PO BOX 20
LUDLOW, SHROPSHIRE SY8 1DB

COR BLIMEY!

THE BUDGET BIT!

1942
Encore, £1.99 (Rerelease)

Guess which year it is? Yeah, that one, the time of the Battle for Midway Island. You've been sent on a do-or-die mission to curb the terror of the Japanese onslaught, with nothing save a battered old bi-plane shielding you from their merciless firepower. 32 levels of sheer, unadulterated blasting action await you as you attempt to stop those Japs in their tracks.

Power-up icons can be collected, offering extra firepower, lives and an air-force escort. But those nasty Nips are a relentless breed, and they'll try anything to send you spinning to the bottom of the briny, many thousands of feet below.

This budget re-launch has breathed a new lease of life into the game. Sprites are well above average for a two pound product and, whilst background graphics aren't spectacular, the baddy-packed, atmospheric gameplay soon tears up any thoughts of lack of overall presentation. Sonic accompaniment is admirable, with a couple of pleasantly rousing jingles, although spot effects do seem to fade into insignificance.

1942 is a re-release which does Elite's cheapie label proud. A classic budget game, crammed with the sort of mindless playability which gives you the feeling that you've wisely spent that last two quid for a change!

OVERALL 87%



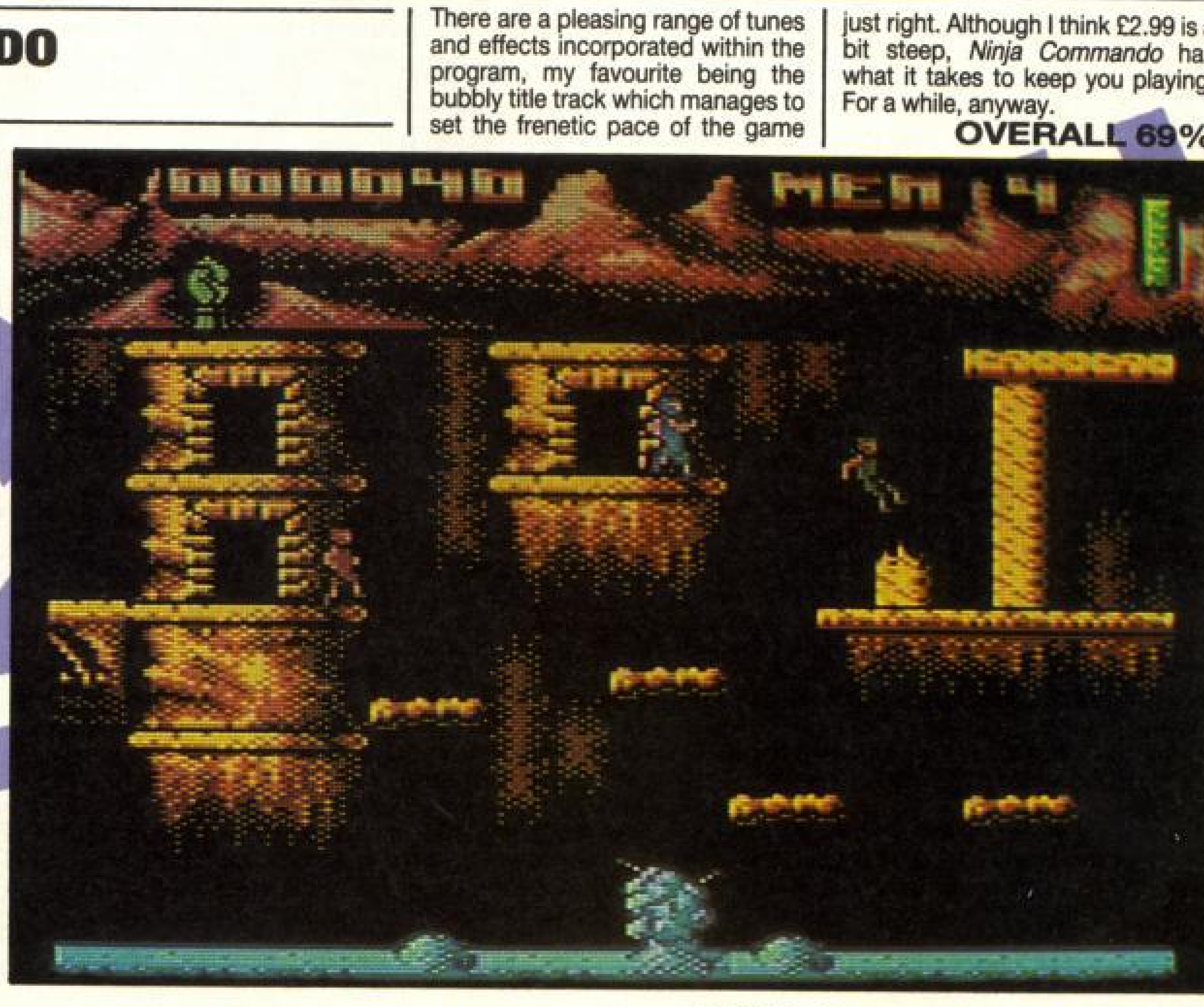
NINJA COMMANDO
Zeppelin, £2.99

It's a fun existence, this ninja-ing lark. Pick up your nunchukas, shuriken and other, equally difficult-to-spell implements, set foot out of the door and kill someone. Honourable or WHAT!

You take control of Mr. Ninjutsu, battling through a host of scrolling levels. Enemy ninjas, hiding inside their houses, rush at you should you go anywhere near the vicinity of their doorways. You begin the game with only your feet for protection. And no, they're not for legging it when the going gets tough, but for stomping on the heads of the baddies. Kill three, and you're awarded a new weapon. Five lives are yours at the outset, but be careful, this isn't the friendliest of areas, so you're gonna need them.

I enjoyed playing *Ninja Commando*, although it has a bugbear in that the difficulty setting is perhaps a little on the high side. Graphically I have no moans, well, maybe the sprites are a touch minute, but they are cutely animated, with bending legs when the characters are about to jump. There are a pleasing range of tunes and effects incorporated within the program, my favourite being the bubbly title track which manages to set the frenetic pace of the game just right. Although I think £2.99 is a bit steep, *Ninja Commando* has what it takes to keep you playing. For a while, anyway.

OVERALL 69%



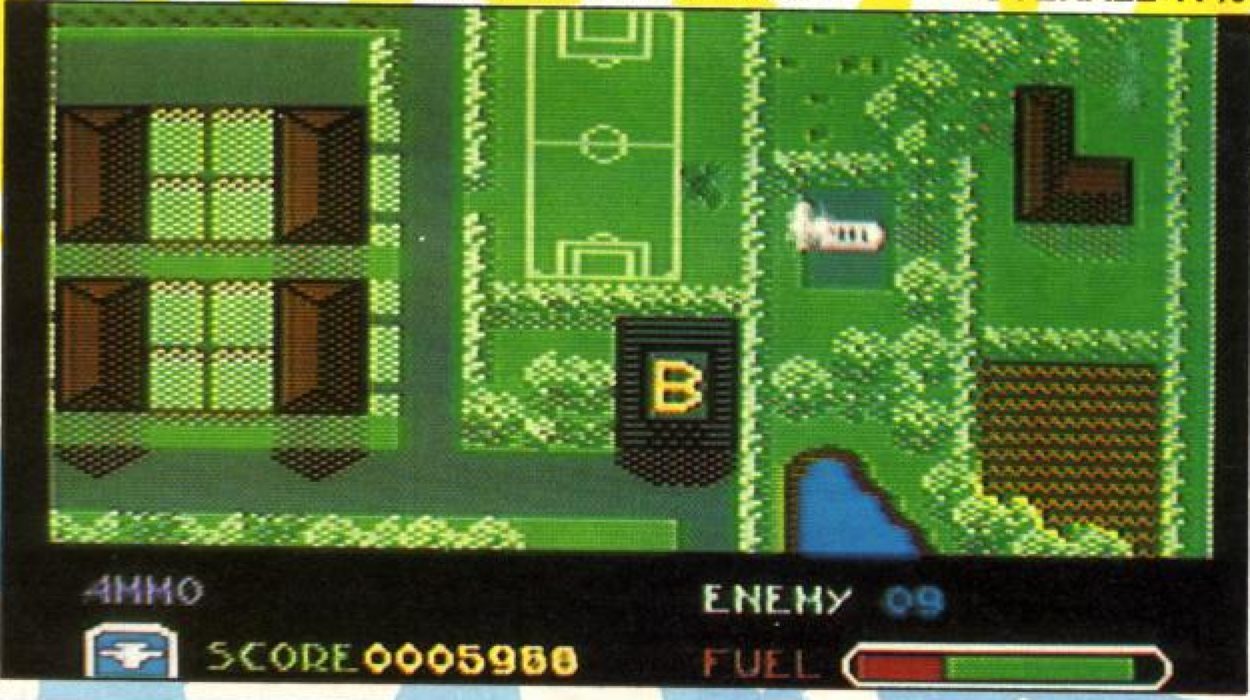
ARCADE FLIGHT SIMULATOR
Code Masters, £2.99

Played across three separate time periods, you control either a bi-plane (WWI Germany), a WWII fighter over Pearl Harbour or an F14 (well, that's what it looks like on the cover) in the Nineties. Whatever the situation, play is the same. As group captain, it is your task, to get into the skies, crush the enemy attackers and destroy their bases. You are assigned three planes with which to tackle the job.

The player is given a bird's eye view of the battle area, complete with enemy fighters, ground obstacles and fuel dumps (which must be swooped low onto to gain extra juice). On annihilation of the last enemy plane, you must return to base, collect a bomb and proceed back into enemy territory with the intention of dropping said explosive device onto the headquarters of each respective adversary.

Arcade Flight Simulator (yes folks, the 'sim' cliché returns) hasn't really come a long way from the days of that Jet game on the Atari console, boasting poorly defined sprites, flat ground objects and wrap-around screens galore. Although an effort has been made to tart the whole thing up with some interesting sound effects, the dire title ditty eliminates any previous feelings of contentment. Not a potential chart-buster, I'm afraid.

OVERALL 41%



SABOTEUR II
Encore, £1.99 (Rerelease)

The Saboteur is dead! Long live the Saboteur! Or his sister, at least. Yeah, poor Sabby, after pinching the evil baron's computer disk, he was 'snuck up on' and taken out, in a most gross and grimy manner. Luckily, before his sudden demise, he had managed to train up Sis to near perfection. Thus with the power of ninjutsu at her fingertips (actually, all over her person!), off she trots to avenge the death of the one they called Saboteur.

The plan is to break into the baron's warehouse (under which the explosives are hidden), change the missiles' instructions, move off sharpish and keep the old head down while the firework show plays through.

On your quest, you will be attacked by huge robot guards with flamethrowers which you can remove from play using either brute physical force or, if you don't feel up to it, lobbing a brick (or other such utensil) at them. Dotted around the warehouse are lifts which must be activated at nearby terminals before use. And there's a motorbike to escape on, once you've primed the missiles.

So there's a lot going on in **Saboteur II**. Unfortunately, the game is so reminiscent of it's predecessor that you feel you've been conned (should you already possess the former title). Gameplay and graphics are very close to the original, with sonics the only (minimal) improvement. If you don't possess *Saboteur*, or found it absolutely the best program in the whole world and want more of the same, get this by all means. I personally couldn't stomach the déjà vu.

OVERALL 52%



DEEP STRIKE
Encore, £1.99 (Rerelease)

World Wars do seem to be the 'in' thing at the moment, what with Code Masters' flight 'sim' and now this offering from Elite's budget label. What's this one about?

A fleet of four bombers are on their way to execute a raid on Germany, and, well someone had to be around to keep the vultures off their backs. Armed in the latest in bi-plane technology, it's up, up, up you go, to meet the invading hordes, hoping against hope that you're the one who gets out of it without a sting in his tail, if you know what I mean.

Previously released under the Durell banner, the action in **Deep Strike** is displayed as though you were sitting in the cockpit, with a view of one of the four bombers just outside. A contoured 3-D ground surface lurches up hills and down dales as you do your best to take out those 'Geermins' (Stan Boardman Impressions Inc.) using the two side-mounted Gatling guns at your disposal.

I'm not at all sure about **Deep Strike**. On the one hand, it's a well-presented product, with fast, albeit jerky, 3D, and a tuneful wartime ditty. On the other hand, there's Spectrum-style colour clash and the player tends to become seriously bogged down by the sheer amount of attackers, who all appear to train their weapons on you at EXACTLY the same moment. These guys had walkie-talkies before their time! I'm convinced there must be some strategy to survive, it's just that I couldn't find it. Great if you can though, as otherwise **Deep Strike** makes for a worthwhile budget release.

OVERALL 61%



ZZAP! C64 AMIGA



ALL-NEW HAIR-CUT EDITION!

RANDY SAYS – TIPS OOT FOR THE LADZ!!!

YOU CAN'T TALK TO ME LIKE THAT!

Hmm. It's a laff, innit. The way that you can sit at a desk, thinking of nothing in particular (well, nothing to do with work, at least) and suddenly, WOOSH! an intro launches itself into the old cerebral region. Now what was it I was going to witter on about?

Oh yeah. Welcome once again to TIPS OOT FOR THE LADZ!, with added Rand. Let's see just what I can dig out of this incredibly untidy mass before me. An ace Def Guide to **Dragon's Lair**, a map of all the levels of **Zamzara**, and of course the usual incredible selection of tips, pokes and listings for C64 and Amiga: and all neatly presented in a handy cut-out-and-keep few pages. Or not. Let's do it.



'HINT' ME WITH YOUR RHYTHM STICK! by *Paul Dury*

ZZAP! – the magazine with bloody silly section titles! Check out this page for all that's hint, tip or cheat mode-ish on YOUR C64! I promise you, disappointment shall be furthest from your thoughts. It has also been clinically proven that reading this portion of tips makes you 56% more attractive to the opposite sex, which can't be bad, can it?



HILDA & BENJ!

SLIMEY'S MINE
(Firebird)

Not much I need to say for this one, as I believe that Robert Sharp **of Batley, West Yorkshire (by gum) can do well enough on his tod. Take it away, Bob!**

When the game loads, press the space bar and hold it down. Let it go after a while and a 'rat-a-tat' sound should be heard. You can now replace that sound with any of the samples from the game by pressing the corresponding key, a table of which can be seen below:

Commodore Key	'Bom!'
Left Shift	'Get Ready!'
Right Shift	'Aargh!'
CRSR Left/Right	'You are here!'
Z	Drum Sample
X	'Got Him!'
C	'Oww!'
V	'Uurgh!'
B	'Screen Cleared!'
N	'Gopher!'
M	'Bertie!'
<	Snore
>	Scream
/	'Game Over!'

Say, for example, you wanted some drums; press 'Z' and it will play the drum sample, but press 'Z' five times in rapid succession and it will repeat the sample in blocks of five. This is useful in arranging a tune with the samples (you can also add them to the existing title track!)

CAPTAIN AMERICA
(Go!)

Superheroes come and superheroes go, but Captain America lives on in the hearts of true Americans. You know the sort. Taffy **from Brierley Hill in the West Midlands has sent in this short but sweet cheat for the rather disappointing comic tie-in from US Gold's sister (or should that be daughter?) label.**

Keep on pressing the bottom button on the control panel, and you will be awarded an extra life for your trouble.

Like the man said, short but sweet.

EMLYN HUGHES INTERNATIONAL SOCCER
(Audiogenic)

Eeee! Come on, teeeeam! Sorry, Emlyn, but your voice grates on me. Luckily, I think your game is brilliant, so you're okay by me. And not just me, either. Danny Anderson **of Romford, Essex, has been kicking a few balls of late, enough to come up with this interesting little hint . . .**

If you are in the lead during a game and don't want to lose, kick the ball off for a throw or goal-kick then press 'P', '#', '*' and ':' together. **The game will quit, but your score remains.**

Danny adds that if you wish to attempt this in the first half, you may have to press down the keys more than once to achieve the desired effect.

RENEGADE III
(Imagine)

Deary, deary me. The amount of people who have written to me with this cheat of late is staggering. I won't reel off the names, but you know who you are, so give yourself a pat on the back.

When you die whilst on Level Two, don't rewind the tape. No sir. Instead, press the space bar and leave the tape running. And guess what? You betcha, a swift yet simple route to Level Three!

OPERATION WOLF
(Ocean)

A nice simple one this, for people like Karl Horton **of Hastings, East Sussex.**

Play as normal until only one tank remains, destroying troops and helicopters if any are left. If you wait around, the bonus grenades, ammo and energy will begin to traverse the lower half of the screen. Shoot these to replenish your supplies (it is usual to collect around five grenades, six cartridges of ammo and half your lifeforce before supplies run out). Take out the tank and proceed to the next level, a well stocked army-type personage.

GRAND PRIX CIRCUIT
(Accolade)

This takes me back a bit, I can tell you. Sitting in my mate's Mk. 2 Escort, coming back from the town, and what did he do? Turned the car over. Did my back the world of good, I can tell you. David Franks**, that zany kinda guy from Trowbridge, Wiltshire, is keen on fast cars, especially Formula One types. Let's find out how to rip up the road, shall we?**

On Level Three or above, if you put the car into top gear, push the joystick forward and hold the fire button down, your car will accelerate much quicker.

Muchos gracias, senor.

HAWKEYE
Thalamus

In my unbiased opinion, Thalamus must rate as one of, if not the most mega brilliant software house in the whole cosmos. Thanks for the T-shirt by the way, Richard 'Mr PR' Eddy! One of their exciting products is none other than Hawkeye**, of which the Amiga version was viewed this issue with great interest. In the meantime, C64 owners can revel in the fact that they have a useful infinite lives hint for them alone, offered up for scrutiny by one** Antony Bowtill **from Middlesbrough (oooh, local to me!).**

Type in VALSSPELER on the title screen . . . and that's all! One nifty action for all the lives you'll ever hope to require!

180
(Mastertronic)

Looky here, it's Bowtill **again, this time with a tip for the ageing yet playable cheapie darts sim.**

Whilst in play, hold down the Shift key and space bar. The hand will cease to move, making it much easier to actually aim the dart.

RANDY LOVES A GOOD POKE NOW AND THEN!

Hmmm. Blah blah blah blah blah Randy blah blah blah blah 'king class blah blah blah blah blah POKE blah blah blah blah listing blah blah blah blah missus. Take heed – three Prime Ministers and a Soviet dissident can't be wrong.

GREAT GIANA SISTERS
(Rainbow Arts)

A fun and fancy-free product, this. Until it got banned, that is. Oh well, for those who managed to smuggle a copy past the boys with big glasses, here's some charming cheats, just for you. Load and reset the game, after which type:

POKE 8257,173 (RETURN)
for infinite lives (both players)
POKE 7434,173 (RETURN)
for infinite time (both players)
SYS 2098 (RETURN)
to restart the game

And Waz makes me the recipient of his most foul and subversive secrets once more.

DNA WARRIOR
(Artronic)

Now here's a chap who works too hard (like my own good self (? – Ed)). The Breaker has been toiling night and day, with the sole intention of passing this smashing bit of corpuscle clartery straight on to you, dear reader. Load the game and, after resetting the machine, enter the following pokes.

POKE 46347,173 (RETURN)
for infinite lives
POKE 43728,0:
POKE 40953,240 (RETURN)
to remove collision detection
POKE 2048,76:
POKE 2049,14:
POKE 2050,13:
SYS 36530 (RETURN)
to restart the game



KANE
(Mastertronic)

I do realise that many people will not wish to admit still owning this one (making them feel dreadfully old, etc), so I'll just say that the POKE's are from Waz, it's for infinite lives and it's here for all you fogies. Take it away, boys.

LOAD AND RESET THE GAME
POKE 8492,173:
POKE 9090,173 (RETURN)
POKE 9190,173:POKE 35832,173 (RETURN)
SYS 3072 (RETURN)

ARMALYTE
(Thalamus)

I mean, what could I do but print this listing? As soon as I saw 'DURHAM' at the top of the letter, I said to myself 'This is one for me!'. Kieran Barlow is the occupant of said Rand-inhabiting county (Darlington to be precise, a few miles from me, but not many) with a handy infinite lives listing for the highly-rated Thalamus blast.

```
0  PRINT CHR$(147)
1  FOR I=543 TO 631: READ A$
2  L=ASC(LEFT$(A$,1)): L=L-55: IF L<5 THEN L=L+7
3  R=ASC(RIGHT$(A$,1)): R=R-55: IF R<5 THEN R=R+7
4  V=(L*16)+R: C=C+V: POKE I,V: NEXT
5  IF C<>10339 THEN PRINT "DATA ERROR!":END
6  PRINT "SAVE THIS LISTING"
7  PRINT "SYS 543 TO BEGIN"
8  DATA20, 2C, F7, 38, A9, 15, 8D, B1, 03, A9
9  DATA37, 8D, B2, 03, A9, 6A, 8D, B3, 03, 20
10 DATA6C, F5, A9, 43, 8D, 27, C0, A9, 02, 8D
11 DATA2C, C0, 20, BF, 03, 60, 48, A9, EA, 8D
12 DATAA0, 01, A9, 4C, 8D, A1, 01, A9, 5C, 8D
13 DATAA2, 01, A9, 02, 8D, A3, 01, 68, 4C, E2
14 DATA C1, A2, 0C, BD, 6A, 02, 9D, 7E, 08, CA
15 DATA10, F7, 4C, 1B, 08, A9, AD, 8D, 57, EA
16 DATA8D, F3, E9, A9, 60, 8D, 7D, F7, 00, 00
```

KANE 2
(Mastertronic)

Now this one I can talk about without whispering as it's not ancient, just old enough to get its pension. Mind you, I don't wish to exactly shout about it as it's not too good. Oh well, into every life a little rain must fall, so they say. Once again, Waz gets his name in the mag (I think he's vying for my position as the most popular person in ZZAP!), so after loading the game and resetting the machine, type in . . .

POKE 10493,173:
POKE 10648,173 (RETURN)
POKE 11694,173:
POKE 36661,173 (RETURN)
SYS 3072 (RETURN)
giving infinite lives

OR
TYPE – SYS 37206 (RETURN)
after resetting to hear the speech – an added bonus from a cheat so young.

COCK-UP CORNER!
ROBOCOP
(Ocean)

Well cockadoodle-doo! A certain Mr Martin Byrne of Wexford in Eire, has, at the eleventh hour, sent us the correction to the listing in issue 48, which so many of you rang me about. So without further ado, the line changes are:

```
1  FOR X=368 TO 438: READY: C=C+Y: POKE X,Y: NEXT
```

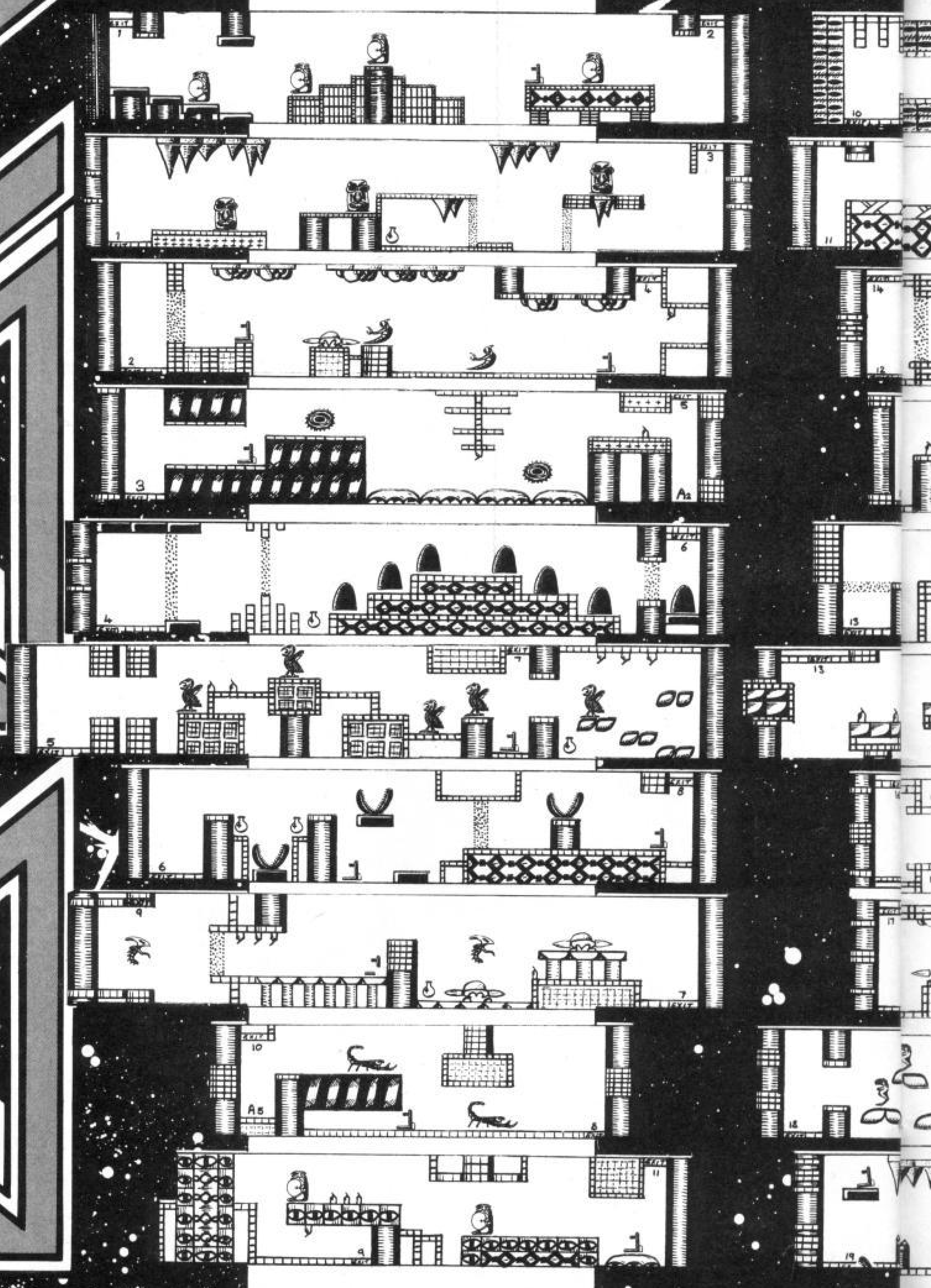
Gavin also mentions that line 8 should be line 9 DATA. Great stuff, Gav!

ELIMINATOR
(Hewson)

Backup cartridge pokes are few and far between nowadays, so it comes as a refreshing change to find one lurking beneath the reams of listings and god-knows-what-else. Waz takes the honours, and I steal the credit.

LOAD AND FREEZE THE GAME
TYPE – POKE 46873,96 (RETURN)
RESTART THE GAME
and what do you get? Invulnerability to hazards, that's what.

LEVELS 1-10




LEVELS 21-29
LEVELS 11-20
END

SPECIAL OFFER
SILKWORM 64 Cass £6.99
Disk £9.99; Amiga £12.99
A ZZAP Sizzler 92%
"The one shoot em up you can't afford to miss."

PREMIER MAIL ORDER

TITLE	CBM 64 CASS	CBM 64 DISK
ACE	2.99	4.99
ACE 2	2.99	4.99
ACE OF ACES	2.99	
AFTERBURNER	6.99	10.99
AIRBORNE RANGER 128	6.99	13.99
ALIEN SYNDROME	6.45	9.99
AM CIV WAR Vol 1,2 or 3		14.99
ANDY CAPP	2.99	
ANKH	1.00	
APOLLO 18	6.99	10.99
ARCADE MUSCLE	8.99	10.99
ARKANOID 2 REVENGE	5.99	9.99
ARMALYTE	6.99	
BAAL	6.99	9.99
BANGKOK KNIGHTS	3.99	
BARBARIAN 2 PALACE	6.99	9.99
BARDS TALE 2 OR 3		12.99
BATMAN CAPED CRUSDR	6.25	9.99
BATTLE IN NORMANDY		14.99
BATTLEFRONT		14.99
BLACK TIGER	7.45	9.99
BLASTEROIDS	6.50	9.99
BOMBUZAL	6.45	9.99
BUGGY BOY	6.99	9.99
CAPTAIN BLOOD	6.99	9.99
CARRIER COMMAND	9.99	13.99
CARRIERS AT WAR		14.99
CHICAGO 30's	6.99	9.99
CHUCK YEAGER	7.50	10.99
CLASSIC COLLECTION	2.99	
COMBAT GAME	6.99	8.99
COMMAND PERFORM'CE	8.99	10.99
CRAZY CARS 2	6.50	
DALEY THOMPSON 88	6.50	9.99
DARK FUSION	6.99	9.99
DEATHLORD		10.99
DEFLEKTOR	2.99	
DENARIS	6.99	10.99
DNA WARRIOR	6.50	9.99
DOUBLE DRAGON	6.99	9.99
DRAGON NINJA	6.99	9.99
DRAGONSLAYER	5.99	
ELIMINATOR	7.45	
EMLYN HUGHES FOOT	6.99	8.99
EMPIRE STRIKES BACK	6.99	9.99
ESPIONAGE	6.99	9.99
EUROPE ABLAZE		14.99
EXPLODING FIST +	6.99	8.99
F15 STRIKE EAGLE	6.99	9.99
F16 COMBAT PILOT	9.99	12.99
FAIR MEANS OR FOUL	6.99	8.99
FAST BREAK	7.45	10.99
FINAL COMMAND		10.99
FINAL FRONTIER	8.99	11.99
FIREZONE	8.99	10.99
FISH		11.99
FLIGHT ACE	9.99	12.99
FOOT MAN 2 EXP KIT	5.50	7.99
FOOTBALL DIRECTOR	6.45	
FOOTBALL MANAGER 1	2.99	6.99
FOOTBALL MANAGER 2	6.99	9.99
FORGOTTEN WORLD	6.99	9.99
FOX FIGHTS BACK	6.99	9.99
FUN SCHOOL 2 (6 to 8)	7.99	9.99
FUN SCHOOL 2 (over 8)	7.99	9.99
FUN SCHOOL (under 6)	7.99	9.99
G LINEKER HOTSHOT	7.45	10.99
GAME OVER 2	6.99	9.99
GAME SET & MATCH 2	8.99	
GARFIELD	6.50	
GARFIELD WINTER	6.50	9.99
GAUNTLET	2.99	
GIANTS	10.45	12.99
GRAND PRIX CIRCUIT	7.45	10.99
GUERILLA WARS	6.50	9.99
GUNSHIP	9.99	13.99
HALLS OF MONTEZUMA		14.99
HAWKEYE	6.99	9.99
HELLFIRE ATTACK	7.45	10.99
HEROES OF LANCE	7.45	10.99
HOSTAGES	6.50	9.99
IKARI WARRIORS	6.99	9.99
IN CROWD	9.99	10.99
INC SHRINKING SPHERE	7.45	10.99
INFODROID	1.99	
INGRIDS BACK	9.99	9.99
INT KARATE	2.99	6.99
INTO EAGLES NEST	2.99	
JET BIKE SIMULATOR	5.99	
KARATE ACE	10.45	12.99
KONAMI COLLECTION	6.99	12.99
KOREAN WAR		13.99
KRAKOUT	2.99	
LANCELOT	9.99	11.99
LASTY DUEL	7.45	10.99
LAST NINJA	6.99	9.99
LAST NINJA 2	8.99	9.99

TITLE	CBM 64 CASS	CBM 64 DISK
L'BOARD PAR 4	10.99	12.99
MARS SAGA		10.99
McARTHURS WAR	13.99	
METROCROSS	2.99	
MICRO SOCCER	9.99	13.99
MINI OFFICE 2	10.99	13.99
MOTOR MASSACRE	6.99	9.99
NETHERWORLD	7.45	10.99
NEUROMANCER		12.99
NIGHTRAIDER	5.99	10.99
OBLITERATOR	6.99	9.99
ONE ON ONE 2		10.99
OPERATION HORMUZ	6.99	9.99
OPERATION NEPTUNE	7.50	10.99
OPERATION WOLF	5.99	9.99
OUTRUN	7.50	10.99
PACLAND	6.25	9.99
PACMANIA	6.25	9.99
PATTON V ROMMEL		10.99
PETER BEARDSLEY	6.99	9.99
PHM PEGASUS	7.50	10.99
PHOBIA	5.99	8.99
PIRATES	9.99	13.99
POOL OF RADIANCE		19.99
POWER AT SEA		10.99
PRESIDENT MISSING	8.99	10.99
PRO SOCCER (CRL)	6.99	
PURPLE SATURN DAY	6.50	9.99
QUEDEX	3.99	
R-Type	6.99	10.99
RACK EM	6.99	10.99
RAFFLES	6.00	
RAMBO 3	6.50	9.99
REACH FOR THE STARS		14.99
REAL GHOSTBUSTERS	6.99	
REALM OF TROLLS	7.50	10.99
RED HEAT	6.50	
RED OCTOBER	9.99	13.99
RED STORM RISING	9.99	12.99
RENEGADE 3	6.50	9.99
RETURN OF JEDI	6.99	9.99
REVS	2.99	4.99
ROBOCOP	6.50	9.99
ROCKET RANGER		12.99
ROMMEL		14.99
RUN THE GAUNTLET	6.50	9.99
RUSSIA		13.99
SAMURAI WARRIOR	5.99	9.99
SANXION	2.99	
SAVAGE	6.99	8.99
S.D.I. (ACTIVISION)	7.50	10.99
SENTINEL	2.99	4.99
SERVE & VOLLEY	7.50	10.99
SHOOT EM UP CON KIT	10.99	14.99
SILENT SERVICE	6.99	9.99
SKATE OR DIE	7.50	10.99
SOCCER Q	2.99	
SPACE ACE	10.50	12.99
SPEEDBALL	7.99	8.99
SPORTS WORLD 88	9.99	10.99
SPY HUNTER	2.99	
STARFLEET		10.99
STAR WARS	6.99	9.99
STEALTH FIGHTER	9.99	13.99
STEEL THUNDER		10.99
STORMLORD	6.50	9.99
STRIKEFLEET		10.99
STRIP POKER 2	6.99	9.99
SUPER DRAGON SLAYER	5.99	
SUPERMAN	6.99	9.99
SUPER SUNDAY	3.99	
SUPREME CHALLENGE	8.99	11.99
TKO	7.50	10.99
TAITO COIN OPS	8.99	
TARGET RENEGADE	5.99	9.99
TECHNO COP	7.50	10.99
TERRAPODS	6.99	
THE IN CROWD	8.99	
THUNDERBLADE	7.50	10.99
TIGER ROAD	7.50	10.99
TIMES OF LORE	6.99	9.99
TIME & MAGIK	9.99	9.99
TITAN	6.50	
TRACKSUIT MANAGER	6.99	9.99
TRAIN ESCAPE	6.99	10.99
TYGER TYGER	6.99	8.99
ULTIMATE GOLF	7.50	10.99
UNTOUCHABLES	6.50	9.99
VIGILANTE	6.99	10.99
VINDICATORS (DOMARK)	6.50	9.99
WANDERER	6.99	8.99
WAR IN MIDDLE EARTH	6.99	9.99
WASTELAND		12.99
WE ARE THE CHAMPS	6.99	12.99
WEC LE MANS	6.50	9.99
ZAK McKRAKEN		10.99

ELECTRONIC ARTS SPECIAL OFFERS

NAME	C64 CASS	C64 DISC	AMIGA
Archon Collection		5.99	8.99
Arctic Fox	2.99		8.99
Bards Tale 1	2.99		8.99
Deluxe Music Con Kit			49.99
Deluxe Paint 3			49.99
Deluxe Photolab			49.99
Deluxe Print 2			49.99
Deluxe Production			89.99
Deluxe Video			49.99
Earth Orbit Station		5.99	
Ferrari Formula 1			19.99
Fusion			15.99
Interceptor			15.99
Legacy of Ancients		5.99	
Marble Madness		5.99	8.99
Populous			16.99
Powerdrome			15.99
Skyfox 2		5.99	8.99
Test Drive	6.99	10.50	19.99
World Tour Golf	2.99		8.99

TITLE	AMIGA
ADV RUGBY SIM	11.99
ADV SKI SIM	11.99
AFTERBURNER	16.99
ALIEN LEGION	16.99
AMIGA GOLD HITS 1	16.99
ARCHIPELAGOS	15.99
ARKANOID 2 REVENGE	14.99
ARMALYTE	11.99
BAAL	14.99
BAL OF POWER 1990	14.99
BALLISTIX	11.99
BARBARIAN 2 PALA	11.99
BARDS TALE 2	17.99
BATMAN CAPED CRUSADER	14.99
BATTLE CHESS	17.99
BATTLEHAWKS 1942	16.99
BLASTEROIDS	14.99
BLAZING BARRELS	14.99
BLOOD MONEY	16.99
BOMBUZAL	14.99
CAPONE	19.99
CARRIER COMMAND	14.99
CHRONOQUEST	18.99
CHUKIE EGG 1 OR 2	11.99
COLOSSUS CHESS X	16.99
CORRUPTION	14.99
COSMIC PIRATE	14.99
CRAZY CARS 2	14.99
CYBERNOID 2	11.99
DAKAR 89	16.99
DAMOCLES	11.99
DARIUS 89	14.99
DARK CASTLE	14.99
DENARIS	16.99
DNA WARRIOR	11.99
DOUBLE DRAGON	11.99
DRAGON NINJA	14.99
DRAGONSCAPE	11.99
DRAGONSLAIR	29.99
DUNGEON MASTER 1MEG	14.95
ELITE	14.99
EMMANUELLE	11.99
EMPIRE STRIKES BACK	11.99
F16 COMBAT PILOT	16.99
FALCON F16	19.99
FED OF FREE TRADE	19.99
FINAL COMMAND	19.99
FISH	14.99
FLIGHT SIM 2	26.99
FLT DISC 7 OR 11	13.99
FLT DISC EUROPEAN	13.99
FLT DISC JAPAN	13.99
FOOTBALL DIRECTOR 2	11.99
FOOTBALL MANAGER 2	11.99
FOOT MAN 2 EXP KIT	8.99
FORGOTTEN WORLD	12.99
FRIGHTNIGHT	11.99
FRONTIER (EPT)	14.99
FUN SCHOOL 2 (under 6)	15.99
FUN SCHOOL 2 (6 to 8)	15.99
FUN SCHOOL 2 (over 8)	15.99
GALDREGONS DOMAIN	11.99
GARFIELD	14.99
GARFIELD WINTER	11.99
GRAND PRIX SIM 2	11.99
GREEN BERET	14.99
GUERILLA WAR	14.99
GUNSHIP	14.99

TITLE	AMIGA
H. K. MACHINE	9.99
HELTER SKELTER	9.99
HEROES OF LANCE	16.99
HOSTAGES	14.99
HUNT FOR RED OCTOBER	14.99
HYBRIS	19.99
INC SHRINK SPHERE	16.99
INGRIDS BACK	11.99
INT KARATE +	16.99
JET	26.99
JOAN OF ARC	16.99
KENNEDY APPROACH	14.99
KICK OFF	11.99
KIND WORDS 2	34.99
KRISTAL	17.99
L'BOARD BIRDIE	16.99
LANCELOT	11.99
LAST DUEL	10.99
LED STORM	13.99
LEISURE SUIT LARRY 2	19.99
LOMBARD RAC RALLY	14.99
LORDS OF RISING SUN	17.99
MANHATTAN DEALER	14.99
MARIA WHITTAKER	9.99
MENACE	12.99
MICROPROSE SOCCER	14.99
MILLENIUM 2.2	16.99
MORTVILLE MANOR	15.99
NAVCOM 6	16.99
NEBULUS	17.99
OPERATION NEPTUNE	14.99
OPERATION WOLF	14.99
OUTRUN	13.99
OUTRUN EUROPA	9.99
P.O.W.	19.99
PACLAND	11.99
PACMANIA	11.99
PETER BEARDSLEY	12.99
PHOBIA	14.99
POLICE QUEST	16.99
POOL OF RADIANCE	16.99
PRECIOUS METAL	15.99
PREMIER COLLECTION	18.99
PURPLE SATURN DAY	14.99
RAFFLES	14.99
RAIDER	11.99
REACH FOR STARS	15.99
REAL GHOSTBUSTERS	16.99
REALM OF TROLLS	16.99
RED HEAT	15.99
RENEGADE 1 OR 3	14.99
RETURN OF JEDI	11.99
RINGSIDE	14.99
ROADBLASTERS	13.99
ROBOCOP	14.99
ROCKET RANGER	19.99
RUNNING MAN	14.99
RUN THE GAUNTLET	14.99
SHADOWGATE	14.99
SHOOT EM UP CON KIT	14.99
SILENT SERVICE	14.99
SKATE OR DIE	17.99
SPACE HARRIER 2	16.99
SPEEDBALL	14.99
STAG	14.99
STARGLIDER 2	14.99
STEVE DAVIS WORLD SNOOKER	11.99
STORM TROOPER	14.99
STRIP POKER 2+	9.99
STRIP POKER DATA BEV & DAWN	7.99
SUPER HANGON	16.99
SUPERBASE PERSONAL	59.95
SUPERMAN	14.99
SWORD OF SODAN	16.99
TALESPIN	17.99
TECH	13.99
TECHNOCOP	13.99
TEENAGE QUEEN	11.99
TEST DRIVE 2 THE DUEL	21.99
THEATRE EUROPE	14.99
THUNDERBLADE	16.99
TIME AND MAGIK	11.99
TIMES OF LORE	14.99
TITAN	14.99
TRACERS	16.99
TRACKSUIT MANAGER	11.99
TRIV PURSUIT NEW BEGIN	11.99
TV SPORTS F'BALL	17.99
ULTIMATE GOLF	13.99
UMS SCENARIO 1	8.99
UMS SCENARIO 2	8.99
UNIV MILITARY SIM	14.99
VERMINATOR	14.99
VICTORY ROAD	14.99

TITLE	AMIGA
VIGILANTE	10.99
VINDICATORS (Domark)	11.99
VIRUS	11.99
VIRUS KILLER	8.99
VOYAGER	15.99
WANDERER	11.99
WAR IN MIDDLE EARTH	14.99
WATERLOO	14.99
WEIRD DREAMS	14.99
ZAK MCKRACKEN	16.99

SEGA SOFTWARE	PRICE
ACTION FIGHTER	18.99
AFTERBURNER	22.99
ALEX KID	18.99
ALEX KID IN MIRACLE WORLD	20.99
ALEX KID LOST STARS	22.99
ALIEN SYNDROME	22.99
ASTRO WARRIOR	18.99
AZTEC ADVENTURE	20.99
BLACK BELT	18.99
BLADE EAGLE 3D	22.99
CAPTAIN SILVER	22.99
CHOPLIFTER	18.99
DOUBLE DRAGON	22.99
ENDURO RACER	18.99
F16	13.99
FANTASY ZONE	18.99
FANTASY ZONE 2	22.99
GANGSTER TOWN	18.99
GHOST HOUSE	13.99
GLOBAL DEFENCE	18.99
GOLVELIOUS	22.99
GREAT BASEBALL	20.99
GREAT FOOTBALL	20.99
GREAT GOLF	20.99
GREAT VOLLEYBALL	20.99
KENSEIDEN	22.99
KUNG FU KID	20.99
LORD OF THE SWORD	22.99
MIRACLE WARRIOR	29.99
MISSILE DEFENCE 3D	20.99
MONOPOLY	27.99
MY HERO	13.99
NINJA	20.99
OUTRUN	22.99
PENQUIN LAND	27.99
PHANTASY STAR	36.99
POWER STRIKE	20.99
PRO WRESTLING	18.99
QUARTET	20.99
R TYPE	27.99
RAMBO 3	22.99
RESCUE MISSION	20.99
ROCKY	22.99
SECRET COMMAND	20.99
SHANGHAI	20.99
SHINOBI	22.99
SHOOTING GALLERY	20.99
SPACE HARRIER	22.99
SPY V SPY	13.99
SUPER TENNIS	13.99
TEDDY BOY	13.99
THUNDERBLADE	22.99
TIME SOLDIERS	22.99
TRANSBOT	13.99
WONDERBOY	20.99
WONDERBOY MONSTER LAND	22.99
WORLD GRAND PRIX	20.99
WORLD SOCCER	20.99
ZAXXON 3D	22.99

SEGA HARDWARE	PRICE
3D GLASSES	39.95
LIGHT PHASER	29.95
LIGHT PHASER + S/WARE	44.95
MASTER SYSTEM (+S/W)	79.95
MASTER SYSTEM + GUN & GLASSES	129.95
MASTER SYSTEM + PHASER	99.95
RAPID FIRE UNIT	5.99

Please send cheque/PO/Access/Visa No. and expiry date to: DEPT ZP8, TRYBRIDGE LTD, 8 BUCKWINS SQUARE, BURNT MILLS, BASILDON, ESSEX SS13 1BJ.
Please state make and model of computer when ordering.
P & P inc. UK on orders over £5.00. Less than £5.00 & Europe add £1.00 per item. Elsewhere please add £2.00 per item for airmail.
These offers are available mail order only.
NEW RELEASES SENT ON DAY OF RELEASE
Tel. orders: 0268 590766

THE DEF GUIDE TO DRAGON'S LAIR

SOLUTION from Simon Liu, **Morden, Surrey**

NB Try to execute each command a moment before Dirk has completed the last. Many scenes are played two times, the second one being a mirror image of the first.

DISK ONE

Drawbridge(s)

Swing the sword as the tentacles appear and approach you. As they dodge away, quickly push UP to climb out of the hole.

Room

Push RIGHT immediately after the door flashes, which is once the 'Drink Me' sign has flashed.

DISK TWO

Cave

If entered from the right, move LEFT, RIGHT, LEFT as soon as the steps flash. Go the opposite way if entering from the left hand side.

Room

Execute the following moves once the tentacle drops down:
If door is on inner, right-hand side;
FIRE, UP, RIGHT, DOWN, LEFT, UP.
If door is on inner, left-hand side;
FIRE, UP, LEFT, DOWN, RIGHT, UP.

DISK THREE

Cauldron Room

As Dirk picks up a bottle, a monster will grab him and the scene will change. As soon as that happens, press FIRE to kill the creature.

Whirlpools and Rapids

Simply move LEFT or RIGHT to avoid the whirlpools. If whirlpool was on the left, Dirk will end up in the rapids on the left, and vice versa. Go LEFT, UP to enter next screen, the reverse if entering from the right.

DISK FOUR

Knight

Sword in right hand: RIGHT, LEFT, UP, LEFT, RIGHT, LEFT, RIGHT.
In left hand: LEFT, RIGHT, UP, RIGHT, LEFT, RIGHT, LEFT.
Once a close-up of the knight appears, press FIRE. Enter it just before Dirk lands on the floor.

Balls

DOWN when small ball passes. Repeat for all six.

DISK FIVE

Room

Just keep pushing UP!

Lair

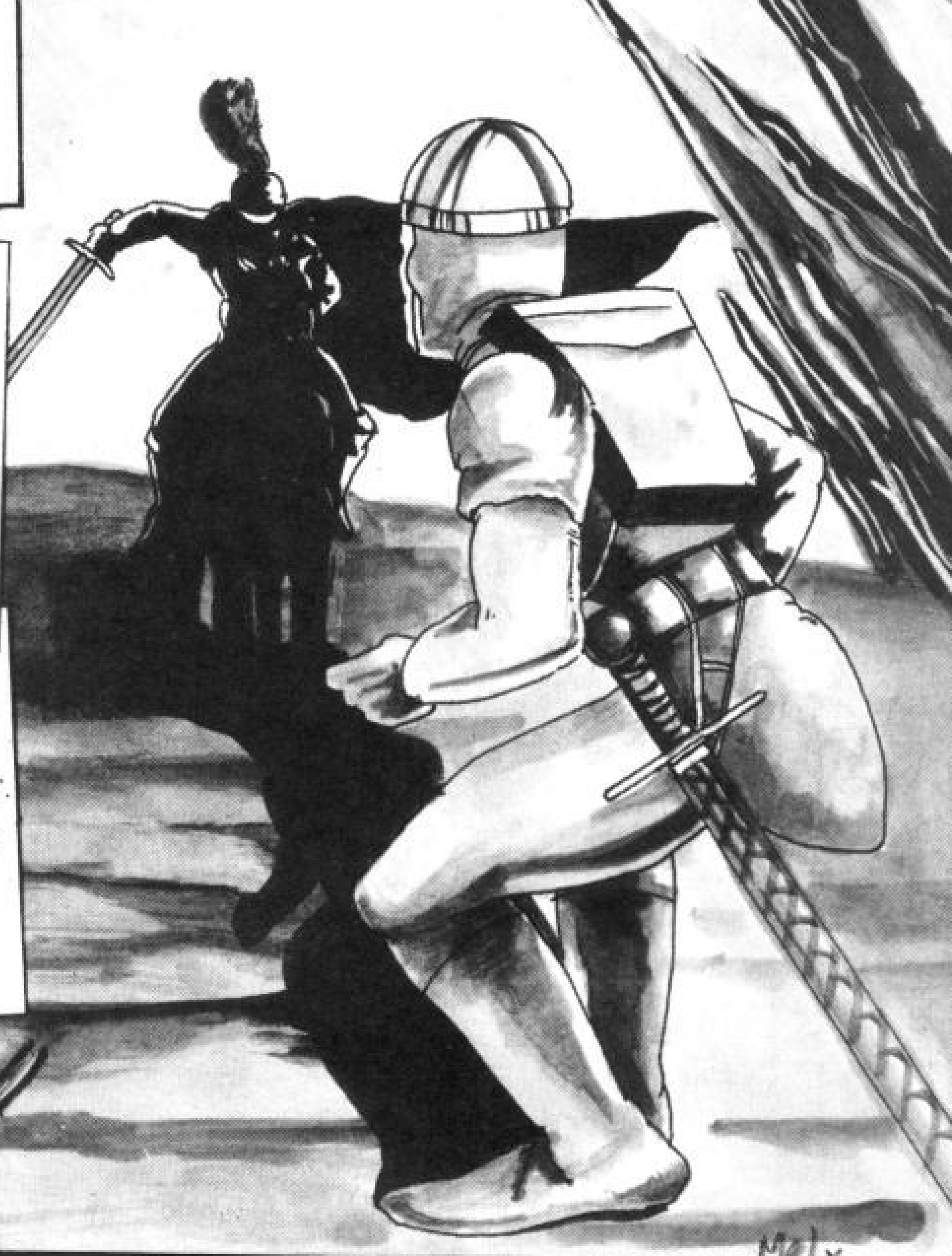
Moving objects are on right: RIGHT, LEFT, DOWN.
Left: LEFT, RIGHT, DOWN.
Next screen – DOWN to catch objects.
Keep pressing FIRE when princess says 'Use the magic sword'.

DISK SIX

The Final Battle!

DOWN to avoid Singe's grasp. Now move (LEFT or RIGHT as necessary) toward his head. Once Dirk has the magic sword, push DOWN. Do this three times before pressing FIRE, once the scene changes, to kill the evil dragon.

You've saved the princess!



SOME TIPS FOR AN AMIGA!

Some tips for an Amiga!

DUNGEON MASTER
(Mirrorsoft)

Are you one of those people who don't have access to a 1Mb expansion pack? Well *ha ha* to you, 'cos you can't play this outstanding RPG from across the water. Those of you what do possess aforementioned memory module, pin back those eyelids and take heed of Ian McQuisten**'s spell guide . . .**

All of the following spells and potions require a power spell before them. Remember, the greater the power, the more mana required, hence the more powerful the spell will be. Some spells and potions require more practice than others.

'YE OLDE DUNGEONE MASTERE SPELLE ANDE POTIONE LISTE'

a) FUL	MAGIC TORCH		
b) YA	INCREASE STAMINA	EMPTY FLASK	PRIEST
c) YI	INCREASE HEALTH	EMPTY FLASK	PRIEST
d) FUL. BRO. KU	INCREASE STRENGTH	EMPTY FLASK	PRIEST
e) OH. BRO. ROS	INCREASE DEXTERITY	EMPTY FLASK	PRIEST
f) YA. BRO. DAIN	INCREASE WISDOM	EMPTY FLASK	PRIEST
g) YA. BRO. NETA	INCREASE VITALITY	EMPTY FLASK	PRIEST
h) ZO. BRO. RA	INCREASE MANA	EMPTY FLASK	PRIEST
i) OH. EW. RA	TRANSPARENCY		WIZARD
j) OH. IR. RA	MAGIC LIGHT		WIZARD
k) FUL. IR	FIREBALL		WIZARD
l) ZO	BOLT		WIZARD
m) DES. EW	BOLT		WIZARD
n) YA. IR	PROTECT ALL FOUR CHAMPIONS	EMPTY FLASK	PRIEST
o) YA. BRO	PROTECT ONE CHAMPION	EMPTY FLASK	PRIEST
p) ZO. VEN	POISONOUS POTION	EMPTY FLASK	PRIEST
q) OH. VEN	POISONOUS BOLT		WIZARD
r) DES. VEN	ANTI-MATTER BOLT		WIZARD
s) ZO. KATH. RA	ZOKATHRA SPELL		

Unfortunately, Ian came to a sticky end before revealing the uses for spells *Ya Bro Ros, Oh ew Sar, Vi Bro, Des Ir Sar, Ful Bro Neta* and *Oh Kath Ra*. If you know the solutions to these last ones, get in touch and let me know!

POPULOUS
(Electronic Arts)

It seems that one or two retailers are more than a bit miffed with EA at the moment, as they (the retailers, that is) were stung, profit-wise, when the firm ceased distributing their own products. Ah well, it's a funny old world, innit? Oh yeah, here's some codes for *Populous*, sent in by Colin Hardie**, while we're at it.**

1. GENESIS
2. TIMUSLUG
3. EOAZORD
4. RINGMPED
5. BUGQUEEND
6. COWINGICK
7. MINMPME
8. SHIDIEHOLE
9. TIMPEOLD
10. SCOWILDOR
11. BURMPAL
12. MORHIPPIL
13. RINGGBPAL
14. HOBOZJOB
15. BINMEOUT
16. VERYELIN
17. SHIOZER
18. SWAHIPMET
19. BILTHILL
20. BUGMPTORY

To use them, choose *Conquest*, then click on *New Game* and enter the desired world. Easy as falling off a Rottweiler.

FALCON
(Mirrorsoft)

'Mein Gott!', uttered the stereotyped Nazi war-mongerer. 'Vot in Himmel ist dis?' Erm, actually it's a tip for that mean late 20th Century jet-fighter simulator, so get back in your own era. Phew, glad he's gone. I can credit the following to Colin Hardie **now.**

Pressing the 'Control' and 'X' keys together gives you 500 extra cannon rounds and nine sidewinders to aid in enemy devastation. You can use this facility as often as you like.

Well, thanks to Colin, we've just cut military spending and heightened world tension in one fell swoop. Nice one.

DARK SIDE
(Microstatus)

Microstatus? Who dey? They're one of the affiliate labels of Microprose, that's who. Eeee, as if they didn't have enough names already, what with the Telecomsoft buy-out, and all. I remember the days when software houses were two a penny, and people like that nice Mr Evans could make a million quid from one game, and still have change left for his firm to go bankrupt. Ah, but in those days, you would never have seen a potted solution to *Dark Side* like this one, would you?

To get the final crystal, you must shoot the box in the second half of the Callisto Stores then go to the equator tunnel underneath the Ganymede sector. Here you will notice three lamps hanging from the ceiling. Shoot the cable suspending the middle one and the fourth crystal will appear. Collect it and go the Crut telepod. In the telepod are two pillars, one to each side of the crystals. Shoot the black section on the LEFT HAND pillar, then shoot the fourth crystal. It is imperative that you perform these actions in the order shown. Collect the K from the Nereicel sector and travel to the Dark Side. You have completed the game.

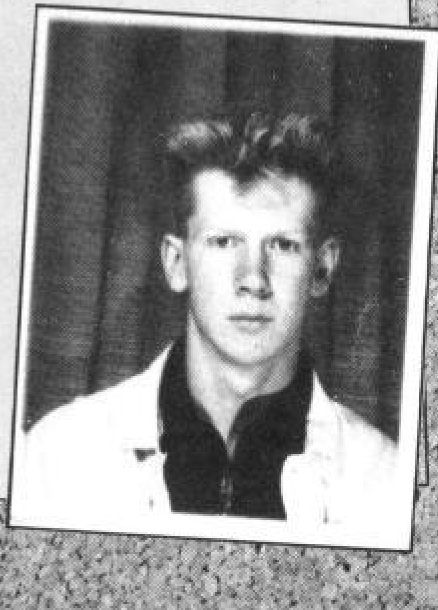
Ced Keaveney **is the horn-swaggler who submitted this concise-yet-poorly-written piece of prose, for which he'll receive naught but a slap on the back and three hearty cheers from a deluge of disenchanted** Dark Siders.

. . . YOU CAN TALK TO MY SECRETARY!

No! Please, doctor! Not the industrial bolt clippers! Sorry. That's it for this month's little foray into the dark, depressing world of the ZZAP! tipster. All I seem to ever do is answer tips enquiries on the ZZAP!aphone. Look, I'll tell you what, let's have a little compo, shall we? Thing is, during my busy life as staff writer, nursery school teacher and anguished soul cast into the pit for all eternity, I lost my tips index. So, the competition is for YOU to write an index of all the tips ever printed in ZZAP! It'll be a tough task, but there'll be a £60 software voucher waiting at the end of it. In the meantime, send all things tipular to me, at **RANDY SAYS 'TIPS OOT FOR THE LADZ!', ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.**

I'm off for a spot of R 'n' R, but I'll be back next month.

Terra.



TECHNICAL DEVELOPMENTS

Hardware for your Commodore Computer
Items in stock despatched within 7 days!
Same day despatch on P.O./Cash orders
Items not listed ring for prices



THE EXPERT BACKUP CARTRIDGE

- Most advanced backup cartridge in the world
- Unlike all other backup systems the expert uses Ram, therefore the backup software loads into the cartridge, because of this the expert is always on top of the latest protection methods
- Comes with the latest 3.2R software
- Undetectable by software!
- Backs up ALL your games!
- VOTED No. 1 Backup System in Europe!

BACKING UP: No matter how the game was loaded, it will copy from tape/tape, tape/disk, disk/disk, disk/tape. All backups saved in one single file. Cartridge not needed for reloading.
COMPACTOR: Save minimum 3 games per disk side. The expert compacts games making them smaller in length thus enabling faster reload & more games on disk or tape!
FAST LOADERS: Disk fastloader "BOOT" uses no disk space! Loads backups in average 25 seconds. Tape backups reloading takes less than 2 mins!
ROCKET LOADER: Fastest disk loader available. Loads backups in an average 6 SECONDS. Thats at least 25 times faster!
MACHINE CODE MONITOR: Best machine code monitor available. Intelligent hardware hides the monitor making it invisible & impossible to detect. Use it to learn machine code, a hackers dream due to it revealing any part of memory. Includes all usual monitor commands & more! Add poke/cheats from magazines.
PRINTOUT: Print out your machine code listings or even your favourite hires or multi-colour screens. Works on all CBM compatible printers.
SPRITE EDITOR & CUSTOMISER: Change all the sprites in a game, customise them with the free easy to use sprite editor.
EXPERT EXPRESS: Turns the Expert into a dedicated fast loading cartridge. It even loads programs over 200 blocks.
CHEAP UPGRADES: You'll never need to send the expert back. Rival products must be sent away for upgrading often costing as much as the product itself. With the expert, watch our advert for the latest software version & send off £3.99 for the disk or tape & instructions!
RAVE REVIEWS: Don't just take our word for it.....
"The expert is the best possible buy" (Your CBM Aug'88)
"Highly recommended" (C.C.I. JUNE 88)
"The expert cannot be beaten" (Your CBM Aug'88)
COMPATIBLE: Works on ALL 64's, 128's & all CBM type disk drives/datasettes.
OTHER FEATURES: Integral reset cartridge, auto infinate lives finder, auto-fire enabler, joystick port swapper, fast disk formatters, Hires screen displayer, Easifreeze etc!
The expert speaks for itself even proven by reviews to better Action Replay! Try it out you won't be dissapointed.
Available for disk or tape users.
Please specify disk or tape when ordering.

ONLY £31.99

DUST COVERS

- Water & tear proof
- Protects computers & equipment

CBM 64	£4.99	CBM 64c	£4.99
1541	£5.99	Datasette	£4.99
Amiga A500	£6.99	1901 monitor	£8.99

EXPERT V4.1R ENHANCER DISK

- Fast loading & saving of *ALL* programs
- No more constant resetting & reprogramming the *EXPERT*
- View screens in the *"FREEZE STATE"*, alter colours, turn sprites on or off etc.
- *NEW* character editor enables character sets in a game to be editted, save them, use ones from other games or design your own
- *NEW* picture editor enables the editing of any screen, change picture, save picture, load one from another game, design your own or flip the picture upside down etc
- *NEW* picture formatter changes a picture format enabling it to be editted on ADVANCED ART STUDIO, ARTIST 64, DOODLE, KOALA PAD, VIDCUM 64 and various others multi colour or hires!
- *NEW* hard copy gives printer users and excellent printout of the current *"FROZEN SCREEN"* in normal or reverse styles
- You can freeze a game do all the above and still restart/backup the program as if nothing happened
- Comprises of a fifty six page manual and software disk
- Other features from multi-menu include easy backup, restart from menu, save options, standard/clear/protected reset, hard-copy, new monitor & even more utilities!
- The V4.1R puts the EXPERT into a league of its own

ONLY £9.99

LIGHT PEN

- Draw lines, pictures, circles etc using computer & TV screen
- Easy to use, you don't have to be an artist
- Move pen over screen & the software will draw the exact pen movement in computer graphics on the TV screen
- Other features plot circles, draw in different colours, draw lines circles, freehand, various brushes available & more. Plugs into joystick port
- Software caters for colour or black & white TV users
- Package includes software, light pen & comprehensive instructions
- Works on any 64/64c/128
- Drawing software on disk or tape. Please specify on order form
- New price! Was £23.99 now its...

ONLY £16.99

BARGAIN BOX

100% CBM 64 compatible datasette	£24.99
Repairable C64/64c power supply	£24.99
Mouse & Cheese for 64/64c/128	£29.99
5.25" 100 Size lockable disk box	£9.99
3.5" 80 size lockable disk box	£9.99
Disk notcher (use both disk sides!)	£5.99
2 Way Aerial Splitters	£2.49



UNSTOPPABLE RESET CARTRIDGE Mk2

- Resets your 64/64c/128 to add pokes, cheats
- 100% guaranteed to reset EVERY 64 game, even those not yet available!
- New circuitry 'hides' the cartridge, thus defeating ALL reset protection
- Protected against damaging your computer (UNLIKE OTHERS)
- Simply plugs into cartridge port
- Includes instructions & FREE poke cheat sheet!
- Quite simply the best available
- Use it to terminate programs, simply press the button to revert to 64 screen. Saves wear'n tear on ON/OFF switch

ONLY £5.99

TAPE HEAD ALIGNER V2

- Stops loading problems arising
- Aligns any CBM type datasette to industry standards
- Software driven, works on any 64/64c/128
- High speed loading program confirms if head is aligned correctly
- Includes screwdriver, digital alignment tape, instructions & FREE cassette head cleaner
- For tape head demagnetizer & solution add £2 extra.

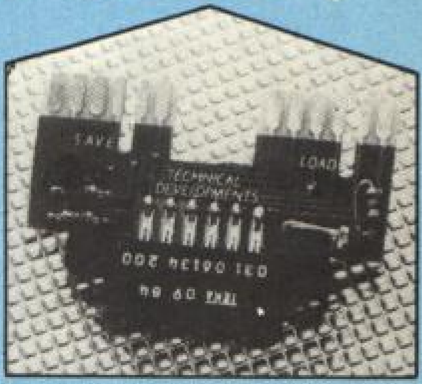
ONLY £6.99



TAPE/TAPE BACKUP BOARD

- The Ultimate Tape Duplicator
- Not software controlled
- Backs up EVERY 64/64c/128/vic20/PET game, even multi-load games!
- Requires access to two CBM type datasette & copies programs whilst loading them
- Plugs onto cassette port, programs can't detect it thus defeating ALL protections methods!
- L.E.D. light indicator indicates loading.
- Simple to use, press play on datasette & play + record on second datasette!
- Digital circuitry reshapes the program producing as good if not a better copy than the original

ONLY £9.99





ADMAN SPEECH MAKER

- Enables your computer to talk immediately on power up!
- Uses allophones & enables anyone to create ANY word on your 64/64c/128.
- Also includes set vocabulary of 234 words (i.e. if, the, like, etc).
- Talks in four high or low pitch voices & key voicing on depression.
- Easy to use, plugs into cartridge port, NO NEED TO LOAD ANY SOFTWARE!
- Existing base of games written for Adman.
- Fully compatible with Currah Microspeech.
- Limited amount at these prices .....

ONLY £16.99

PLEASE USE BLOCK CAPITALS

Technical Developments
Dept 3, 17 West View,
East Bowling, Bradford,
West Yorkshire,
England BD4 7ER.

Access

How to order ...
All prices include VAT and Free postage (UK only).
Payment by:- cash, cheque/postal orders made payable to: "Technical Developments"

Overseas ordering ...
Payment:- Sterling only please.
Postage charge if not stated
Europe £2.00 Outside Europe £3.00

TITLE Mr/Mrs/Miss INITIAL: .... SURNAME: ....
ADDRESS: ....
....
.... POST CODE: ....

QTY	ITEM	PRICE
TOTAL INC. POSTAGE (Free for UK)		£

Tel (0274) 734678 - lines open 9am - 6pm Monday to Friday only. Dealer, govt. and school orders welcome.

ZZAP! TEST

SIZZLER

Astaroth

The Angel of Death

A

Hewson, Amiga £24.99

●She's tough, she's mean, she even drives people mad, but she doesn't live at Number 10!

A legend of long ago the Angel of Death has been little more than a myth used to scare children. But now dark rumours are surfacing of an evil presence within a hill in far and distant lands.

The spreading of a madness in animals around the hill and the turning of sane locals into gibbering idiots is one uncomfortably close bad omen. But it's the increasingly cold atmosphere around the hill that has confirmed what everyone didn't want to believe – Astaroth, the Angel of Death has awoken.

The darkest of clouds appear on the horizon and even the sun begins to dull as chaos takes a grip on the land. This time it seems, the Angel of Death desires a rich harvest of souls before ever returning to her sleep.

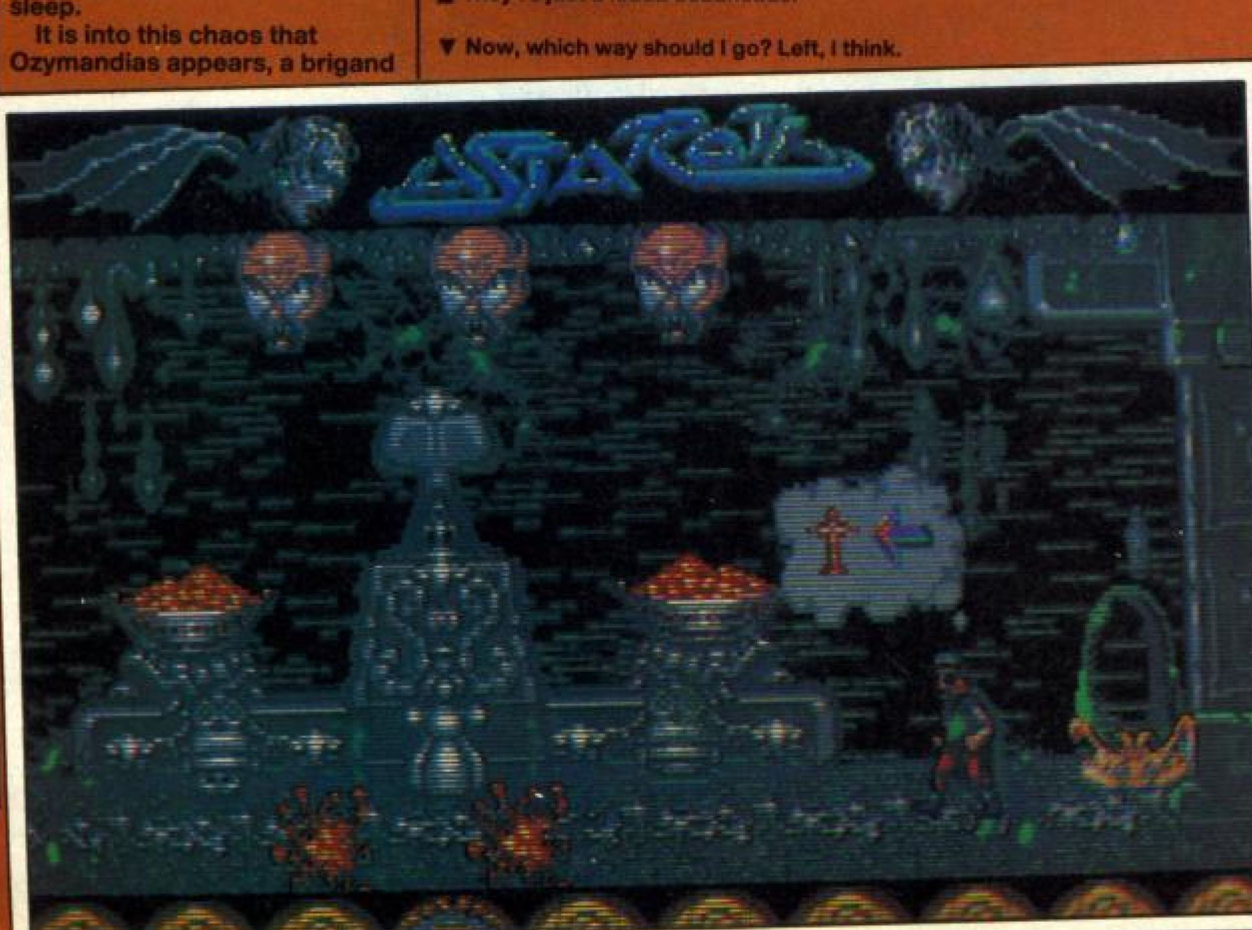
It is into this chaos that Ozymandias appears, a brigand of great reputation but a closely guarded past. With the world spiralling ever faster into a vision out of Dante's Inferno Ozymandias takes on the mantle of saviour and enters Astaroth's crypt. This is not a simple burial chamber but a series of catacombs penetrating deep into the earth. At the very centre lies Astaroth herself but she's no fool, she's well protected by her many minions guarding each of the 256 rooms.

The minions are as varied as



▲ They're just a loada deadheads!

▼ Now, which way should I go? Left, I think.





There's no use denying I can always be swayed a bit by good graphics, especially when those graphics are as good as these, with a strong HR *Alien* Giger look. Together with a quiet, haunting background tune the graphics create a wonderful sense of atmosphere which really makes you want to play. Initially actual gameplay is a bit disappointing – run around, dodge baddies etc – but once you start collecting the Mind Powers the game really picks up. Congratulations to Hewson then, for breathing new life into the arcade adventure format with this imaginative and beguiling 16-bit release.



At first sight **Astaroth** seems like a slow-moving, unoriginal arcade adventure of the simple type produced years ago. However, playing it for a while reveals an interesting game with plenty to see and do, the inclusion of Mind Powers adding a tactical aspect. Even with the useful save option, making progress requires plenty of skill and patience although the gorgeous backdrops are a real incentive to persevere, creating a surreal atmosphere. Nearly every screen has some new set-piece of surreal design, making you gasp at the Pete Lyon's wealth of imagination, and encouraging you to get further into the catacombs. Although definitely NOT recommended for those who like their action fast and furious, **Astaroth** is a highly polished, thought-provoking adventure.

▼ On Cloud Nine (Even More Predictable Captions Inc.)

THE NINE MIND POWERS

Telekinetics	– Move and dislodge objects using a ghostly hand
Pyrokinetics	– Cast and throw fireballs to kill water creatures
Telepathy	– Reveals what to do next and where to go
Shape Shifting	– Change body shape to overcome obstacles
Levitation	– Float up or down through portals f3
Transmigration	– Move without walking in order to cross gaps without falling
Cryokinetics	– Used to kill creatures made of fire
Night Vision	– Use to see into the darkest rooms of all
Meditation	– Be at one with yourself and restore lost mind energy

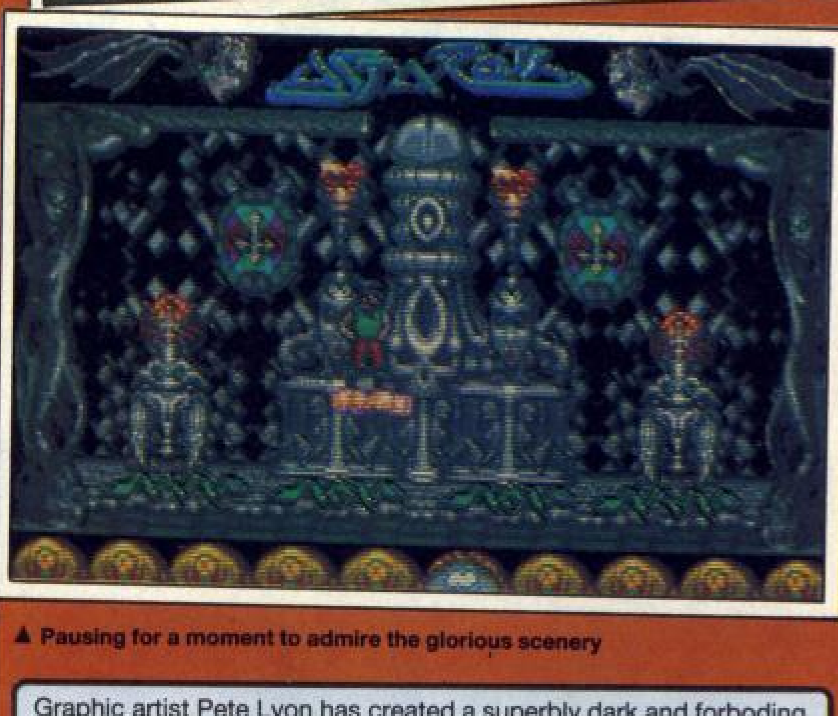


Astaroth is evil with bats, floating skulls, acid drops, boulders, harpies, water elementals and many more serving the Dark Angel. If Ozymandias touches any of these he gradually loses his mind (represented by a decaying brain), continued contact costing one of his five lives.

As well as nasty creatures some rooms contain bell jars. Within these reside Mind Powers, modern day spells and the means by which Astaroth can be defeated. By absorbing them into his mind Ozymandias can use the new powers to defeat creatures and pass obstacles barring the way to Astaroth. A transporter is to be found within each level providing a portal to the next set of chambers. Progress far enough and Oz's position is stored so upon death he can continue from the last teleporter used.

The most useful Mind Power to find at the start is the Levitation Power, without this Oz cannot get back out of the lower chambers. Similarly, without the Transmigration Power Oz cannot use the teleporters. But it's with the offensive Powers that Oz gets the chance to fight back, once these are gained Oz can then think about taking on the three Guardians – a Sphinx, a three-headed Hydra and the Marilith Demon.

When all nine Mind Powers are in Oz's possession he had best prepare himself for the final battle of all – against the Dark Angel Astaroth in all her dark fury.



▲ Pausing for a moment to admire the glorious scenery



Graphic artist Pete Lyon has created a superbly dark and forboding atmosphere for **Astaroth**. At times the backdrops are crammed with so many different graphics they look almost alive. The further Oz progresses the weirder the backdrops get with statues of alluring ladies, fearsome dragons and yukky bio-organisms enhancing the already surreal atmosphere. The offbeat soundtrack is slow-moving but it's certainly original – unlike the gameplay whose unoriginality is compensated for by the variety of Mind Powers. A good strategy develops through using them correctly and even when Oz has most of the Powers death is only a false step away. Beautiful but deadly – just like Astaroth herself.

PRESENTATION 90%
A2 poster, informative and comprehensive instruction book with a novel parchment-style horror book included.

GRAPHICS 92%
A disturbingly evil atmosphere created by some of the most haunting graphics ever seen.

SOUND 81%
An excellently crafted but very strange tune plays throughout. Above average spot effects elsewhere.

HOOKABILITY 84%
Quite tricky to start off but with a few Mind Powers 'under your belt' it becomes slightly easier.

LASTABILITY 92%
Each of the 256 screens is very tricky.

OVERALL 90%
An extremely challenging arcade adventure sporting incredibly detailed graphics.

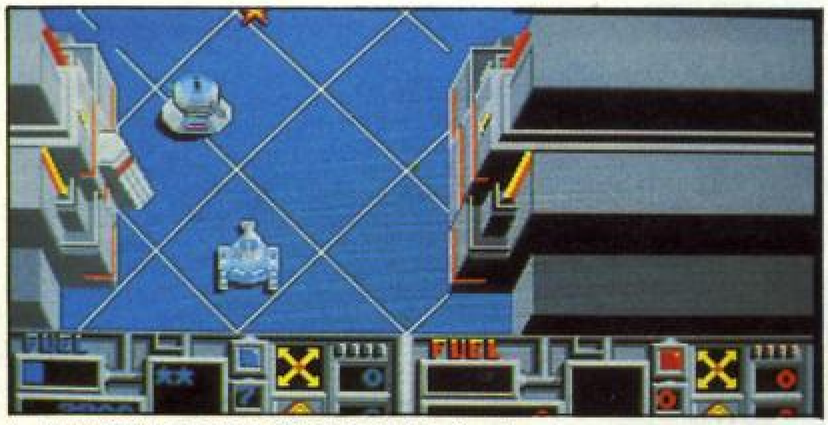
ZZAP! TEST

VINDICATORS

Domark, Amiga £19.99

The fourteen space stations of the Tangent Empire are floating around the cosmos, annihilating civilisations. Earth's leaders, on hearing of the Empire's dirty deeds, have sent you on a mission to eliminate the alien threat.

In this multi-directional scrolling shoot-em-up, it's you alone (or with a friend) against the destructive might of a huge alien onslaught. Scattered around each of the fourteen stations (each containing three levels) are energy stars which, at the end of every stage, can be traded in for extra speed, shields etc.



▲ Tanks for the memory (Predictable Captions Inc.)



Vindicators is an extremely professionally product which looks and sounds fine, but it doesn't take an age to realise that there isn't much action behind the aesthetics. Enemies are surprisingly sparse, leaving you with the thought: 'Well, if this is all there is attacking Earth, why bother climbing out of bed?' It's not the conversion that's at fault though – it's the original arcade machine.



The original **Vindicators** coin-op wasn't that special to start off, even with the two-player mode. Domark have produced a very good conversion, but even when you jump to one of the hard levels the action remains sluggish. Graphics and sound, by being so close to the arcade game, are ironically rather dull. Still, fans of the coin-op should be well pleased with this, and the two-player game is reasonable.

64

The 64 version should be out within the next month. We'll have a full review in the next issue.

update

PRESENTATION 79%
One or (simultaneous) two player option.

GRAPHICS 78%
Sturdy vehicles trundle around plain yet presentable playing areas.

SOUND 68%
An average array of tunes and sampled spot effects.

HOOKABILITY 77%
Play is simple enough to alert initial excitement from the gamer.

LASTABILITY 59%
Unfortunately, this lack of difficulty persists throughout the levels.

OVERALL 63%

A competent conversion of an eyecatching yet unchallenging coin-op.

TIME SCANNER

Activision, Amiga £24.99

Time Scanner **is a conversion of an obscure Sega coin-op, where you must clear four pinball tables to escape a mysterious time warp (great plot innit?!). Each table is split into two screens and in addition to the obvious flippers, you can also tilt the table as much as want to affect the path of the ball. The first three tables are linked by 'time tunnels', so you can move between these table as you want. The fourth table, however, is only accessed once you've completed the first three.**

The tables are Volcano, Ruins, Saqqarah (Egyptian) and Special. Unsurprisingly each requires you bash the balls into various targets. Thankfully the two screens which make up each table are fairly well separated with barriers, so you're not constantly flicking between them. When you've lost all your balls you can continue play indefinitely, but can't enter a high score in that case. There's also a two player option.



Being pinball **Time Scanner** is instantly playable, and the urge to see the final table is compelling – even with infinite lives it takes quite a lot of time to complete. It's a pity then, that there's no end screen and that the pinball movement is dodgy.



What I really like about **Time Scanner** are the double-screen tables – this technique allows for far more graphical detail than the usual single-screen tables which are fiddly to play on and a strain on the eyes. Also each of the tables plays differently and offer a substantial challenge. But after completing in a day, with the continue play option, I haven't honestly been tempted to have another go.

▼ Hit the letters and build up the pyramid



PRESENTATION 65%
Decent title sequence, but the instructions are brief to say the least.

GRAPHICS 61%
Jittery ball movement, but attractive backgrounds.

SOUND 62%
A different tune for each table.

HOOKABILITY 73%
All pinball games are instantly playable.

LASTABILITY 68%
Even when completed the high score objective remains.

OVERALL 65%

A very playable pinball game, although it would have benefitted from having a few more features and maybe even an extra couple of tables.

SIZZLER

A THE NEW ZEALAND STORY



Ocean, Amiga £24.99

●Kiwi's Big Adventure . . .

Tiki and his friends are in trouble. Right Down Under in the land of geysers and Maoris the lovable kiwi has barely escaped capture by the evil Big Bad Blue, a large and totally vicious seal from the North. After falling out of the net containing his fellow kiwis Tiki unruffles his feathers and sets off to rescue his friends.

Exploring a distinctly surreal world of platforms, ledges and pits, Tiki is hard-pushed to rescue even one captive. Bluey has left behind minions which must rank as some of the oddest around: cats, killer stars (?), firework-throwing crabs, wooden soldiers, bears wearing sunglasses and many other, less easily identifiable creatures. Not even the most ferocious of kiwi beak snarling will frighten them off but a bow and infinite arrows sure comes in handy. Weapon-toting nasties leave behind weapon icons when they die – a fireball-casting wand, laser gun, a BIG laser gun, bombs and a handy water squirt provide firepower for this Rambo kiwi.

Tiki may not have the gift of flight but, wearing his smart trainers, our feathered friend can leap onto platforms and cross enormous gaps – well, they're enormous for a kiwi. Tiki's mate is caged somewhere – often high up – within the maze structure of platforms making up the zoo. One way to reach greater heights is to leap up ledge by ledge, but water often bars the way so the Aqualung allows Tiki to do a spot of scuba diving. The other method of gaining height is to hitch a lift in a balloon. Watch out though, it's a long way down and the spikes at the bottom take no prisoners.

Every fourth level a bonus screen pops up with Tiki taking on ice-dropping whales and suchlike. By progressing to the 20th level Tiki gets to meet Big Bad Blue and his balloon.

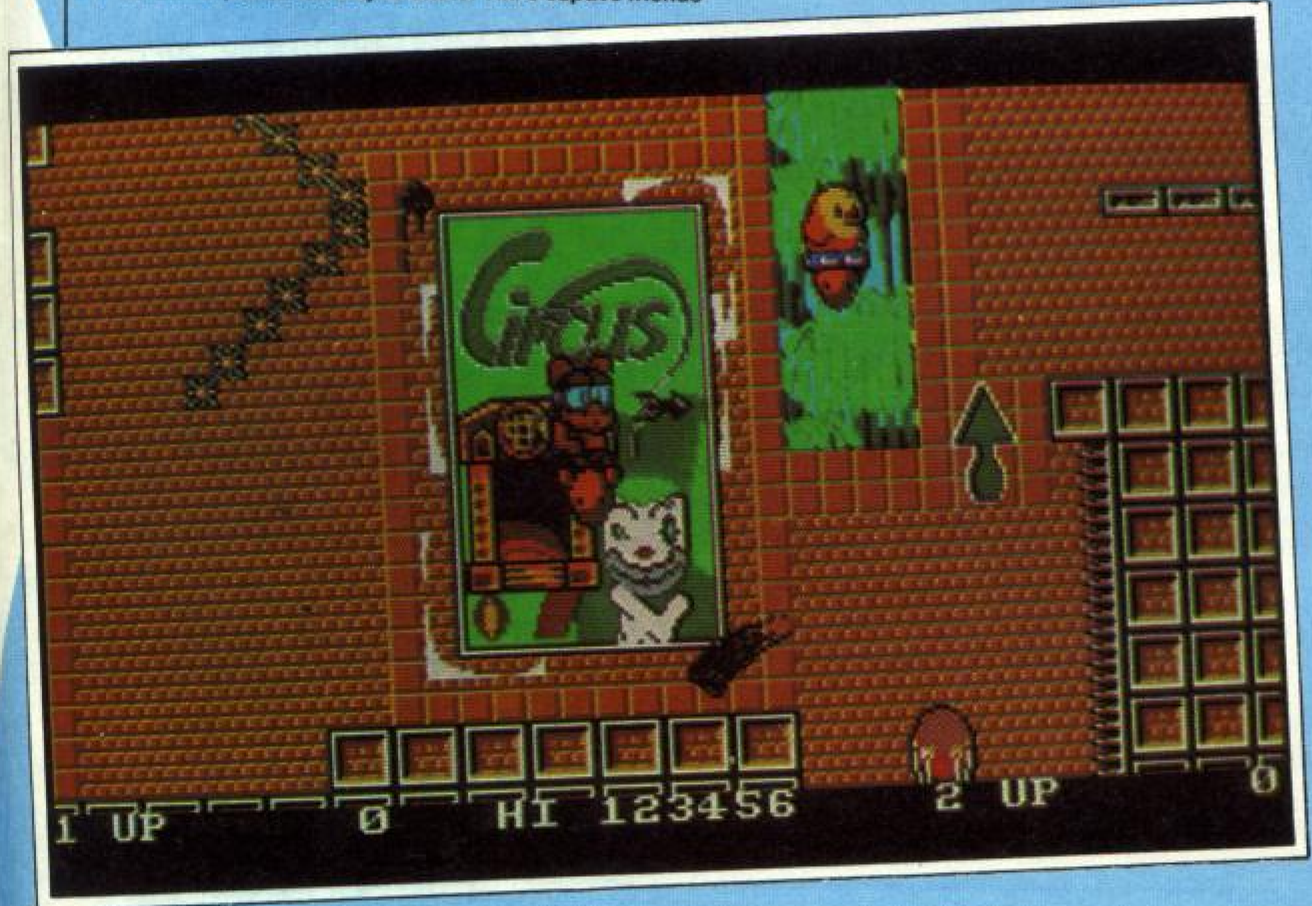


There's something that I found irresistible about the Taito coin-op with its immensely high level of playability and different style of action altogether compared with the mass of shoot-'em-ups – a breath of fresh air which is repeated on the Amiga. The conversion is simply arcade-perfect – the sickeningly cute Tiki is the spitting image of his coin-op brother with gorgeous backdrops to match his character. Sound effects are well implemented, especially Tiki's 'cheeps' when he fires arrows. If anything, 20 odd levels may not seem enough but things are far from easy, by level 3 you'll be sweating buckets and beyond that it's nightmare time. A superb conversion.



It's not your normal, run-of-the-mill kiwi, is it? Then again, **New Zealand Story** isn't your normal run-of-the-mill game, as far as quality and attention to detail is concerned. Near-cartoon quality sprite definition and animation, with colour slapped liberally throughout, are complemented superbly by some charming backdrops (I thought the brick walls with the kiwi spray-painted on them was a charming touch!). Bubbly sound effects and tunes add to the enjoyment. I've never spotted **New Zealand Story** in the arcades but, with this conversion, I don't think I'll ever need to. The best platforms and ladders game to appear for a long time.

▼ The arrow points the way to one of Tiki's captive friends



64

The 64 version should be out before the end of the month, priced at £9.99 cassette, £14.99 disk.

update

PRESENTATION 80%
Brief but effective instructions with typically stylish Ocean packaging.

GRAPHICS 93%
The conversion's got even better graphics than the coin-op!

SOUND 80%
Cute and cuddly music accompanied by realistic effects.

HOOKABILITY 90%
As instantly tempting to play as the coin-op with an immediate appeal all of its own.

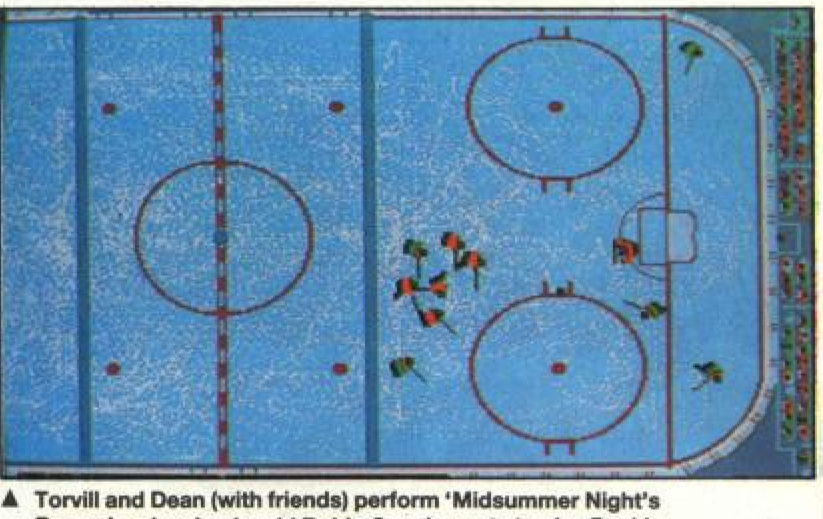
LASTABILITY 88%
Not a wonderfully massive number of screens but even tough kiwis will find the going gets very tough very quickly.

OVERALL 90%

An arcade-perfect conversion of a refreshingly different coin-op.

WAYNE GRETZKY HOCKEY

64



▲ Torvill and Dean (with friends) perform 'Midsummer Night's Dream' on ice. Lucky old Robin Cousins gets to play Puck!

Mindscape/Bethesda Softworks, Amiga £24.99

For the uninitiated, Wayne Gretzky is probably the best ice hockey player in the world. His computer game comes with a suitably impressive array of options. During a match you can make coaching decisions such as substituting players (unlimited substitution is allowed), choosing team formations, and calling time-outs. Before a match you can even create your own team complete with player ratings, names and numbers, and save it to disk.

If you prefer to leave the strategy to the talented Mr Gretzky, you can concentrate on playing the match. Players are manually selected and controlled by joystick or mouse. Aspects of this extremely rough game include slamming other players into the side of the rink, holding and even knocking them over. However, if you're too rough the ref will call a penalty and send you into the 'sin bin'. For added realism, when two players clash they will sometimes start to fight.



If you're looking for a fast-action sports game, this is a superb example – play is amazingly fast and furious. I particularly like the way you can knock over opposing players and sometimes even get away with it! The graphics are small but well-animated and the thudding sound effects add realism – the only thing missing is the electric organ!



The one slightly annoying thing about this is the manual selection of players – I would have preferred an automatic option. But apart from this, **Wayne Gretzky Hockey** is an extremely enjoyable, action-packed game. And the ability to make coaching decisions adds extra interest to a fine sports simulation.

PRESENTATION 86%
Detailed manual and plenty of options.

GRAPHICS 67%
Small players skate realistically.

SOUND 60%
Atmospheric knocks and thuds.

HOOKABILITY 68%
Initially confusing.

LASTABILITY 81%
The strategic aspect is interesting.

OVERALL 77%
A good mixture of frantic action and strategy makes this the best ice hockey sim yet.

MICROPROSE SOCCER

A

MicroProse, Amiga £24.99

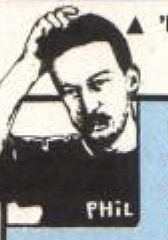
Six months after the original C64 Sizzler comes the 16-bit version of one of the most popular footy games around.

A host of options are included, the most important being the choice to play either normal soccer or the indoor, six-a-side American version. Other options include match length, banana power and an instant replay facility. Players can also take part in World Cup/All Star tournaments, play solo against the computer, or have a two-player friendly.

The match takes place on a scrolling pitch, viewed from overhead. You can control only one player at a time for which selection can be manual or automatic. Dribbling is automatic, and by using various directions with fire pressed, powerful volleys, swerved shots and even overhead kicks can be achieved.



▲ 'Ere we go, 'Ere we go, 'Ere we go round the mulberry bush . . .



I love a good football game and although not one of the best, **Microprose Soccer** is certainly fun to play. The action moves along at a frantic pace (especially in the indoor game) and, as usual, two-player games are by far the most enjoyable. However, despite its many options this is a very simple game that by no means uses the Amiga's capabilities, and the 25 quid price tag is too steep.



Immediately playable and long lasting in appeal it may be but it doesn't look at all like an Amiga game with no more than adequate use made of the Amiga's graphics and sound (arty farty 'trumpet' sounds strike again). There's smooth scrolling with a fast pace to match but other than the digitized pictures there's nothing to suggest it's running on one of the most powerful micros around. Give me **Kick Off** any day.

PRESENTATION 75%
Detailed manual and plenty of options.

GRAPHICS 48%
Simply-animated players.

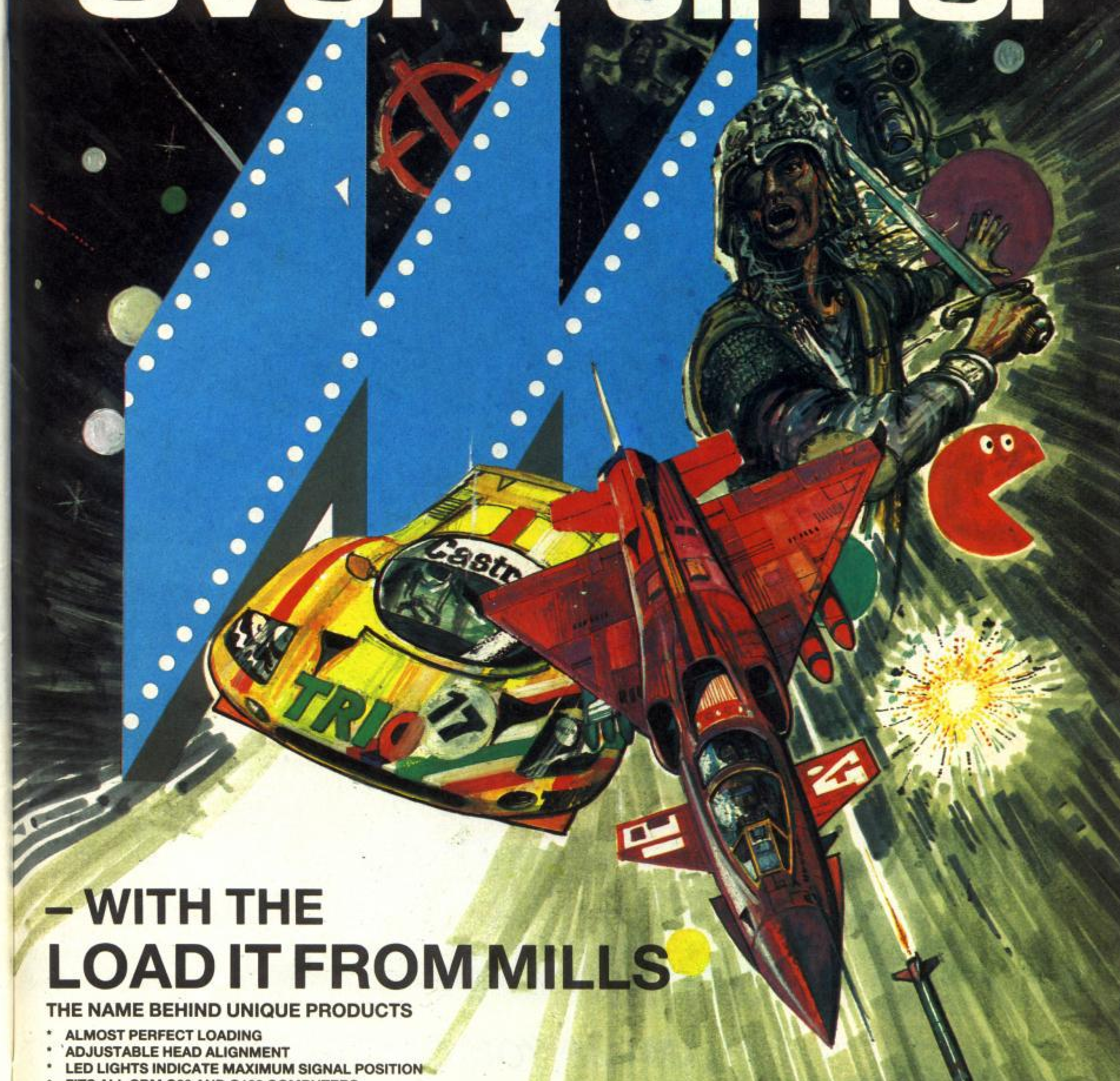
SOUND 40%
Trumpety tunes and simple effects.

HOOKABILITY 80%
Very easy to get into.

LASTABILITY 64%
Two-player mode prolongs appeal.

OVERALL 62%
A simple, fun-to-play footy sim.

load it! - first time everytime!



– WITH THE LOAD IT FROM MILLS

THE NAME BEHIND UNIQUE PRODUCTS

* ALMOST PERFECT LOADING
* ADJUSTABLE HEAD ALIGNMENT
* LED LIGHTS INDICATE MAXIMUM SIGNAL POSITION
* FITS ALL CBM C60 AND C128 COMPUTERS
* ONE YEARS FULL GUARANTEE

RETURN THE COUPON OR SEE THE ZZAP! MAIL ORDER PAGE

Mills

MILLS ASSOCIATES COMPUTER PRODUCTS DIVISION

PLEASE SUPPLY .... LOAD IT TO:

NAME ....

ADDRESS ....

....

I ENCLOSE CHEQUE FOR ....

OR DEBIT MY ACCESS/VISA ACCOUNT [ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ][ ]

SIGNED .... EXPIRY DATE ....



...NEW...NEW...NEW...

AMIGA POWERPLAY PACKS

We have improved the value of our legendary offers with the launch of our new Powerplay Packs which now include the *Mega Release Populous, Buggy Boy, Ikari Warriors* and other great software titles, 10 blank disks, Spritz Paint and more! *Populous*, the number one game for the Amiga has received rave reviews in all major magazines. C&VG 'Game of the Month', ZZAP 'Sizzler', The Games Machine 'Top Score', Commodore User 'Top Score', ST Amiga Format 'Gold', Ace 'Rated 963', The One '95%', Beat that!

Full pack details are listed below.

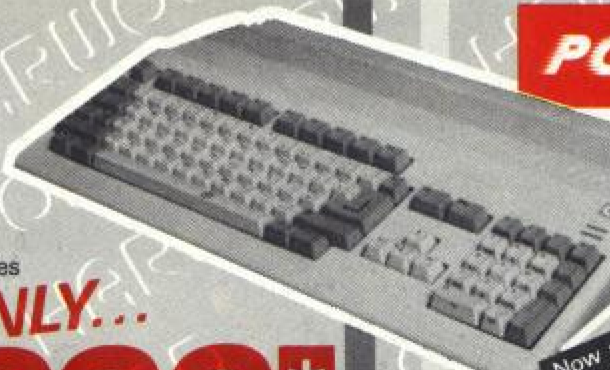
HARW

POWERPL

POWERPLAY PACK 1

ALL OUR AMIGA A500 PACKS CONTAIN MACHINES WITH THE FOLLOWING STANDARD FEATURES

- 512K Ram
- 1 Meg Disk Drive
- 4096 Colours
- Multi Tasking
- Mouse
- Built-in Speech Synthesis
- Two Operation Manuals
- Operating System Disks
- All appropriate Connecting Cables



THE COMPLETE START-UP PACK

● Populous ● Buggy Boy ● Ikari Warriors ● Barbarian ● Thundercats ● Terrorpods ● Art of Chess ● Wizball ● Mercenary Compendium ● Insanity Fight ● Amegas ● Spritz Paint ● Amiga Tutorial Disk ● Mouse Mat ● 10 Blank 3.5" Disk in Library Case ● Quality Amiga Dust Cover ● TV Modulator (Not with Monitor Packs)

★★★★★★ worth £325 ★★★★★★

SEE WHAT WE MEAN ABOUT COMPLETE!

(N.B. Certain games require a joystick)

ONLY... £399*

Or Just *£19.09 monthly

Now available with Philips CM Monitors PHONE FOR PRICES!

POWERPLAY PACK 2

If you thought Powerplay Pack 1 was good value just look at our Powerplay Pack 2!

Only £599

PACK 2 contains the super "Powerplay Pack 1" plus a CBM 1084S colour monitor - See those games - Hear those games... **WITH ADDED REALITY!**

(N.B. Powerplay Pack 2 doesn't include a TV Modulator)

SAVE EVEN MORE WITH ONE OF OUR ·4·

GRAPHICS HARDWARE

DIGIVIEW GOLD

Digitise static colour images in IFF format at all resolutions from 2 to 4096 colours up to 640 x 400 pixels (requires B & W, or colour with B & W mode video camera, to digitise in colour)

ONLY £119.95

SUPER PIC

Brand new product, realtime instant colour frame grabber from moving video. Capture superb digitised video images in a range of resolutions from standard composite video source such as your domestic home video recorder or video camera in a 50th of a second. Includes Genlock to overlay Amiga graphics onto moving video. Supports all Amiga resolutions including Interlace and Overscan.

ONLY £549.00

PANASONIC VIDEO CAMERA

High quality, high resolution mono video camera. Ideal for digitising, supplied with lens, mains powered

ONLY £249.95

CALL FOR DETAILS AND PRICES OF ILLUMINATED COPY STAND FOR VIDEO CAMERA DIGITISING OF STILLS E.G. PHOTOGRAPHS, GRAPHICS ETC.

MINIGEN

Add computer graphics to your own video easily! Connect to your Amiga's RGB port and domestic video equipment to mix graphics and moving pictures.

MOVIE MAGIC AT ONLY.. £113.85

POWERPLAY PACK 3

Take our NEW Powerplay Pack 2 and add a Commodore MPS 1230 printer for that 'COMPLETE AMIGA HOME ENTERTAINMENT SYSTEM'

To substitute the MPS 1230 for another printer in our range, simply deduct £139.95 and add the price of the alternative chosen.

only... £729

POWERPLAY PACK 4

Take our NEW Powerplay Pack 3 replace the games software with an extensive business package... THE WORKS - Integrated w.p., mail merge, spreadsheet, pro database, multicolour graphics etc., etc.

To substitute the MPS 1230 for another printer in our range, simply deduct £139.95 and add the price of the alternative chosen.

WE MEAN BUSINESS AT JUST £729

ACCESSORIES

TAILORED AMIGA DUST COVERS — ONLY £4.95

(Also available for most monitors/printers etc.)

JOYSTICKS...

ZIPSTICK SUPERPRO — NEW LOW PRICE £15.95

Professional quality with that "Perfect Feel", autofire, 12 month warranty.

MICROBLASTER — £12.95

COMMODORE...

A501 RAMPACK — £139.95

Genuine CBM 512k EXTRA RAM with real time clock. does NOT invalidate Amiga warranty!

CBM 3.5" DS/DD BLANK DISKS — £14.95 Call for quantity discounts!

Box of ten blank disks

BULK PACKED DISKS

Ten 3.5" DS/DD Disks — £9.95

OR with library case — £10.95

HARWOOD'S – THE NAME YOU CAN TRUST

ORDERING MADE EASY

ORDER BY PHONE-Simply call our 24hr Hotline using your Access/Visa or Lombard Charge Card.

ORDER BY POST-Make cheques, bankers-building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS (N.B. Personal or business cheques require 7 days clearance from date of receipt before despatch)

PAY AT YOUR BANK-If you wish to pay by Credit Giro Transfer at your own bank, phone for details

FREE POSTAL DELIVERY goods in UK Mainland (5-7 day delivery) OR COURIER SERVICE - Add £5 per major item next working day delivery UK Mainland (Orders normally despatched on day of receipt of payment or cheque clearance

COMPARE OUR SERVICE

After you've purchased from Harwoods we'll still be here to completely satisfy you should any problems arise.

12 MONTH WARRANTY - If goods prove to be faulty within 30 days of purchase they will be replaced with A NEW UNIT. For the remainder of the Guarantee Period, all warranty repairs will be made FREE OF CHARGE!

COLLECTION FACILITY-Any faulty computer or monitor will be collected from your home FREE OF CHARGE within this Guarantee Period!!!

FULL TESTING PROCEDURE-All computers are thoroughly tested prior to despatch.

CREDIT TERMS

Gordon Harwood Computers are licensed brokers and facilities to pay using our Budget Account Scheme are offered on most items. APR 35.2%

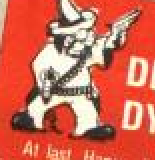
12-36 month credit sale terms are available to most adults, simply phone or write and we will send written details along with an application form. (Applications are required in advance.)

* Examples quoted are based on 36 months with no deposit, although, credit terms may be tailored to your needs.

...OOD'S ...AY *Portfolio*

A6

To help us process your order, please quote this number along with the Dept code shown in the address block.



DEALIN' DIEGO'S DYNAMITE DEAL

At last, Harwood's hombre has been Christened! And, to celebrate, Diego's chosen the CBM 1084S Monitor as his **FIRST SPECIAL OFFER!** Diego has shot down the price on his BRAND NEW DEAL and he's getting some target practice for future 'specials' too!

Just watch out Amigo's. **VIVA DIEGO!**



DATA STORAGE DEVICES

30 MEGABYTE A500 HARD DISK

Real power for your Amiga A500, connects directly through sidecar expansion bus. Ultra-reliable, built-in power supply and fan, styled to match your Amiga A500.

NEW — MEGA STORAGE AT ONLY **£399**

includes 1 yr. replacement warranty FREE, optional 2 yr. available

Also available 50 mb version £475

VORTEX 40 MEGABYTE HARD DISK

New concept in hard disk storage. Buy your hard disk and add optional modules to link to a variety of computers. Modules available for AMIGA A500, A1000, Amstrad PCW, IBM PC/PS 2 and shortly for the Amiga A2000. Module contains through port and twin connectors for multiple hard disks.

£549 FOR A500 MODULE HARD DISK

Phone for other machine kit prices!

CUMANA DISK DRIVES

CAX 354	CAX 1000
3.5" 2nd Drive	5.25" 2nd Drive
£94.95	**£129.95**
10 FREE BLANK DISKS (Worth £10.95)	10 FREE BLANK DISKS (Worth £9.95)

SAVE MONEY SAVE DATA!



PRINTERS

All printers in our range are dot matrix and include the following features . . .

Standard centronics parallel port for direct connection to Amiga, PC's, ST, Archimedes etc. Tractor and friction paper feeds.

CITIZEN 120D — Full 2 year warranty

Very reliable low cost printer, interchangeable interfaces available for RS232 or Serial type for CBM 64 etc. £149.95

COMMODORE MPS 1230

Manufactured by Olivetti, built in dual Centronics and 64 type serial interfaces. Connects to C64/128/16/+4 and Amiga etc. £139.95

STAR LC10 MONO

Multiple font options from front panel, excellent paper handling. C64/128 version available. £199.95

STAR LC10 COLOUR

Colour version of the popular LC10, allowing the effect of full colour on screen dumps (requires colour printer driving software). C64/128 version available. £239.95

STAR LC 24 10

24 Pin version of the popular LC series with exceptional letter print quality. £349.95

FREE! PRINTER CABLES
To connect to a variety of computers
(Please state type when ordering)



MONITORS

COMMODORE 1084S

Manufactured by Philips, 14" High Resolution Colour, Stereo Speakers. Allows full use of your Amiga's 80 column text display and High Resolution or Multi-Colour Graphics Modes.

AMAZING VALUE AT ONLY ~~£239~~ 219

PHILIPS CM 8833

14" stereo colour monitor with anti-glare tube and green screen switch for even better clarity of text!

SUPER SAVER AT ONLY **£239**

FREE LEADS!

1084S - Supplied with leads for Amiga, C64, C128 and standard colour IBM PC compatibles.
CM 8833 - Please specify your computer for correct FREE connection leads.

AWARD MAKER PLUS £39.95
Creates certificates and awards in a variety of styles, then prints out in black or colour, landscape or portrait.

PROFESSIONAL PAGE V1.2 £229.95
The ultimate in full colour Amiga DTP packages.

PUBLISHERS CHOICE £89.95
The package contains 'Kindwords V2', 'Pagesetter V1.2', 'Artists Choice' and 'The Headliner'.

X-CAD DESIGNER £99.95
Perfect start in computer-aided design.

AEGIS VIDEO TITLER £99.95
Use with Genlocks, e.g. Minigem etc.

THE WORKS £79.95
Integrated w.p., mailmerge, spreadsheet, pro database, multicolour graphics etc.

WORKBENCH 1.3 £14.95
Latest version of Amiga O.S.

WE STOCK A VAST RANGE OF SOFTWARE - TOO MUCH TO LIST HERE - AT COMPETITIVE PRICES FOR A WHOLE RANGE OF COMPUTERS AND GAMES CONSOLES, PHONE US NOW!!

24HR ORDER LINE - 0773 836781

VISIT OUR SHOWROOM

Please call to see us where our full range of advertised products AND MORE is on sale. We will be only too pleased to demonstrate any item of hardware or software and a host of peripherals and accessories.

REMEMBER WE ARE **NOT** JUST ANOTHER MAIL ORDER COMPANY

All prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT & Postage are included and are correct at time of going to press.

E. & O.E. Offers subject to availability and are currently advertised prices.



OPENING TIMES: Mon - Sat 9am - 5.30pm Weds 9am - 1pm. Sun. Closed

GORDON HARWOOD HARWOOD HARWOOD Computers
OFFICIAL COMMODORE BUSINESS CENTRE
GORDON HARWOOD COMPUTERS
DEPT Z A P · 69-71 HIGH STREET
ALFRETON · DERBYS · DE5 7DP
Tel: 0773 836781 Fax: 0773 831040

GUNSHIP

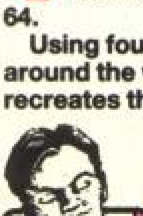


Microprose, Amiga £24.95

The AH-64 Apache returns following a highly successful tour of duty on the 64.

Using four set locations around the world Gunship **recreates the Apache's role as an anti-tank/ground attack helicopter engaging hostile ground forces and bases.**

Building up from rookie training missions in the USA, things can really hot up in the South East Asia, the Middle East, or the main battlezone – Central Europe. By arming up with Hellfires, FFAR rockets the Apache wreaks havoc wherever it goes. Tanks, SAMs, infantry, bases, anti-aircraft guns and Hind helicopters provide for cannon fodder and any lucky pilot can start to rise through the ranks from rookie Sergeant to veteran Colonel.



While the speed of the game is adequate the frame update lags behind and the sound effects aren't as satisfyingly raw or powerful as they could have been. Of course, **Gunship** has massive long term appeal and lasting interest. On the simulation front it provides more than enough of a challenge for simulation fans. Saying that, I personally was expecting something more than just a ported across ST game.



Piloting a helicopter isn't the easiest of tasks (just ask Mike Smith) and in this sense **Gunship** is realistic. Flight sim fans will definitely enjoy getting to grips with the large array of controls and instruments, and the challenging combat should provide hours of absorbing fun. Technically though, **Gunship** is disappointing – the 3-D graphics are slow to update and sound consists of average effects.

PRESENTATION 90%
Comprehensive instructions and a good start-up sequence.

GRAPHICS 65%
Somewhat sluggish helicopter movement.

SOUND 63%
A moody rendition of 'Valkyries' let down by weak effects.

HOOKABILITY 78%
A tricky game to get into but enthusiasts will be instantly hooked.

LASTABILITY 89%
Like all MicroProse simulations, there's immense depth of play within.

OVERALL 67%
Amiga owners are now beginning to expect more from their machines and *Gunship* is beginning to show its age. One for fans only.

HAWKEYE

Thalamus, Amiga £19.99

The classic 64 original earned a Gold Medal back in Issue 40. Now the Amiga game (Thalamus's debut 16-bit program) is here.

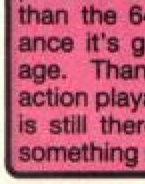
The population of Xamox are in underground caverns, hiding from the Skyrksis – an alien race of Nomads. Hawkeye is created by the Xamoxians to take on and destroy the intruders.

Twelve horizontally scrolling zones of platforms and ledges make up the play area and Hawkeye is armed with four types of gun from a pistol to bazooka.

Hawkeye's task is to locate the four puzzle sections placed randomly around each zone. While searching for these, Hawkeye must leap gaps, avoid robot mines and the many Skyrksis aliens and Guardians.



This really isn't very different from the 64 version, and hardly uses the Amiga's immense graphics and sound capabilities. For a start, the parallax scrolling has only two layers and the scenery is dull with a bland colour scheme. In-game sound is also unimpressive, consisting of a simple 'heartbeat' background noise and typical shooting effects. The only compensation is that the simple 'run and shoot' gameplay is just as addictive as in the great original.



Hawkeye simply blew away all other platform games on the 64. However the technical brilliance behind that opus has not rubbed off on the Amiga game with limited colours used in each level and a near total absence of parallax scrolling. Little better than the 64 version in appearance it's graphically very average. Thankfully the platform action playability of the 64 game is still there, but I'd hoped for something more spectacular.

▼ Graphically unimpressive, but fast and very playable all the same.



PRESENTATION 62%
Great Oli Frey picture (us, biased?) and adequate instructions

GRAPHICS 48%
64 emulation is in evidence which comes as a big disappointment

SOUND 67%
A beautiful title tune but weak in-game effects

HOOKABILITY 78%
Very easy to get into and highly addictive

LASTABILITY 68%
By no means easy with 12 vicious levels

OVERALL 61%
Playable despite poor presentation.

XY-BOTS

Tengen, Amiga £19.99

The Xybots are the latest villains in an ever violent future. A near-perfect race of robots they have an unhealthy thirst for power and it doesn't take the invaders long to set up their massive underground fortress and enslave all around.

To remedy the situation two galactic heroes, Major Rock Hardy and Captain Ace Gunn, are sent down to break into the city and decimate any Xybots within.

The fortress is made up of many labyrinthine levels infested with robotic Xybots and fellow guardians. Using a split screen the two laser gun-carrying fighters run through three-dimensional corridors. Rock and Ace can swivel around through 90 degrees by holding down fire with left/right. Enemy robots continually try to sneak up on them – 'danger arrows' indicate which direction they're in. As well as standard laser some of their ever-decreasing energy. Take a hit and the energy goes down even faster, once out of energy a life is lost – a new one can be obtained by using one of nine communal



I really enjoyed the **Xybots** coin-op when it came out in '87, the revamping of the ancient **Berzerk** concept proving refreshingly different and making it a very playable game. It's great to see that Tengen have produced yet another very, very close conversion indeed, even the robotic speech from the coin-op is in there. My main gripe is that the action can get repetitive in one player mode, and the Master Xybot is just far too vicious (failing for the 20th time and being taken back to level 8 is not my idea of fun). Despite all this **Xybots** is a hell of a lot more action-packed than **Vindicators**. Spot on Tengen, now when's my favourite coin-op **Toobin'** going to be converted?

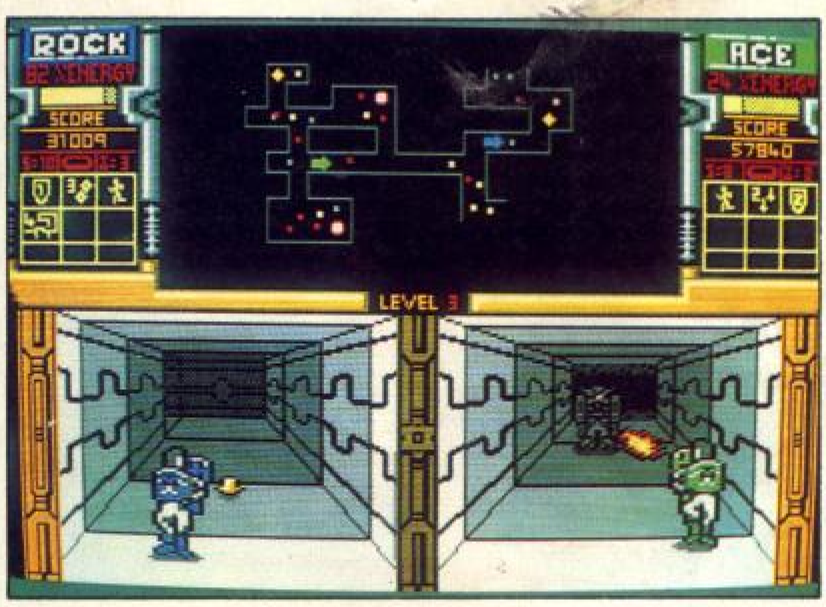
robots there are shielded droids with limited protection from attack, leaping fly guardians and unarmed but fast-moving droids.

As a last resort, a Zapper can be used to stun nearby robots, although this costs the heroes credits. Also, extra energy can be picked up along the way as well as coins which can be used in the end-of-level shop to buy energy pods, higher energy levels and the ability to lessen the ever-present energy loss. Weapon add-ons can also be bought to boost the gun speed and strength of fire and increase the strength of the Zapper.

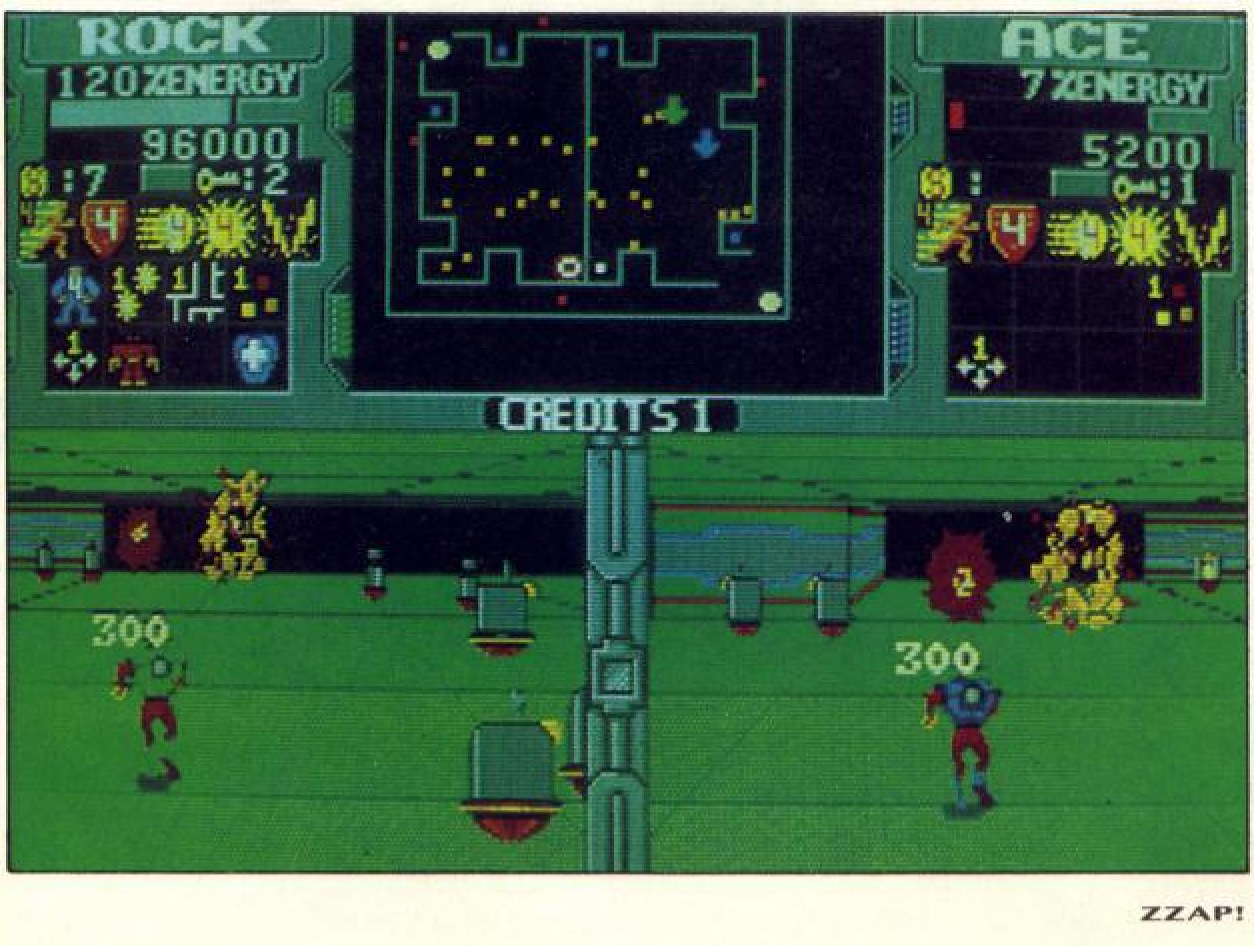
Every few levels (starting from level ten) the Master Xybot must be defeated to progress – if the heroes fail they're taken back quite a few levels.



I'm a big fan of simultaneous two-player games and **Xybots**, with its neat split-screen display, is one of the best. Okay, so the sprites aren't all that well animated and the 3-D scenery doesn't scroll, but these flaws don't spoil the engaging gameplay which is simple enough to get into straight away. As usual the two-player mode is more enjoyable than playing solo. Rather like **Blood Money** there's usually a mad dash by both players for all the energy and coins although progress is easier if they co-operate, especially on later levels where you can hurt your colleague by shooting him! **Xybots** is a very good conversion of the classic coin-op and definitely one of the most playable two-player games around at the moment.



▼ The split-screen display gives each player a first-person view of the action.



64

See the previews in this very issue for news on the £9.99 tape, £12.99 disk version.

update

PRESENTATION 82%
A striking box and good intro sequence.

GRAPHICS 78%
Character animation isn't so hot but the 3-D mazes are atmospheric.

SOUND 70%
Authentic samples from the coin-op but the other effects aren't much better than average.

HOOKABILITY 84%
Easy-to-understand gameplay with a fun two-player mode.

LASTABILITY 83%
With over 60 levels there's plenty to keep you coming back

OVERALL 83%
A first class conversion of a very playable coin-op.







Take the heroically bronzed HAWKEYE through 12 individually loaded levels of non-stop combat action, featuring real parallax scrolling, dazzling graphics and sound destined to give your ears the treat of their lives.

ATARI ST & AMIGA £19.99

An addictive and beautifully presented shoot 'em up of the highest calibre! GOLD MEDAL ZZAP! 64 CBM 64/128

Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW ☎ (07356) 77261/2

INDY'S LATEST BIG-SCREEN ADVENTURE

INDIANA WATTS™ and the LAST CANAL™

ZZAP! COMP

Win your own 'big screen' – a CBM 1084S Monitor!

The man with the hat is here once more! Indiana Jones, **archaeologist-cum-international hero, has been wowing audiences across the country for a good three weeks now, with the first of the official computer versions due out within a matter of days. It's gonna be big, and big releases deserve big competitions. So it was a swift chat with those gorgeous girlies at** US Gold **(avoiding Nazi guards, poisoned darts and enormous, rolling boulders along the way) which arranged a set of goodies which even Indy himself would be hard-pushed to get his hands on!**

We are giving away, to the enviable winner, a COMMODORE 1084S MONITOR **for use with either the 64 or Amiga, so that you can play the computer game in superb clarity, colour and, erm, something else which begins with 'C'. You won't even have to buy the game either, because the first prize also consists of an** Indiana Jones Archaeological Pack, **containing the** Indiana Jones Arcade Game **(on either 8 or 16-bit), an official film poster, the book-of-the-movie and an Indy sweatshirt. Fifteen runners up will also find themselves the proud recipients of an Archaeological Pack, so they can fill their bedrooms with loads of Indy gear too.**

It's a dead easy compo, this one. Printed below are two supposedly identical scenes from a lew budget Indy-type adventure movie. However, the one on the right contains a number of missing props, essential to the success of the film. Ten differences in all, which we want you to find and report to: *IT'LL BE MY LAST CRUSADE IF I DON'T WIN THIS INDY COMP!, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB.*

You have until August 18th to get those entries back to us, otherwise we'll send a bunch of German soldiers round to sort you out. Usual competition rules apply, so no naughties.





AN R+M FILMS PRODUCTION STARRING LESLIE GRANTHAM AS "INDIANA WATTS" (TM) AND CO-STARRING KEN D. FISH AS HIMSELF.
"ITS FAB" - BAZZA NORMAN "F-INE CLASS" - RANDY "ITS A RIOTOUS KNOCKABOUT LAFF" - LIONEL JEFFRIES "COR BLIMEY! HE'S INNIT AGAIN!" - SIDNEY JAMES.

The PREVIEWS

INDIANA JONES AND THE LAST CRUSADE (US Gold/Lucasfilm)

Indiana Jones – The Last Crusade is now showing across the nation with both an arcade and adventure game planned.

To summarize the plot, the time is 1938 and Indiana is called on to find the fabled Holy Grail. This would be a tricky enough task in itself and the situation isn't helped by the fact that Hitler has his beady eyes on it as well.

The first game to be released is the Tiertex action game planned for release on the 64 and Amiga in early August.

The first level is set in an caverns with a young Indy climbing ropes, jumping gaps, picking up lanterns and avoiding guardians while searching for the Cross of Coronado. Then it's onto a train packed with knife-throwing Indians, gun toting dudes and even a zoo load of rhinos and giraffes.

Level 2 is set in Castle Brumwald where an older Indy is out to find an ancient shield, using the bullwhip to cross pits, scale walls, dodge rats while watching out for holes created by lightning!

Level 3 is up in the air as Indy runs around a zeppelin in the quest for a code book and passports. With Germans breathing down his neck Indy could be in a tight spot here!

The fourth and final level differs from the others as it's a *Metrocross*-style game with Indy running hell for leather against a vicious time limit, pendulums, chasms and trapdoor-triggering tiles. Can he do it? Find out next month.

Meanwhile the Lucasfilm adventure game follows in the hugely popular *Maniac Mansion/Zak McKracken* style using the familiar intelligent command system. The game sees Indy penetrating catacombs and German fortresses, beating up German guards and even engaging in aerial dogfights with the Luftwaffe. With superb graphics and far more locations to explore than in *Zak* and *Maniac* it's guaranteed to be an awesome hit.







GEMINI WING (Virgin)

Following the demise of French software house, FIL, the bundle of hot coin-ops they had accumulated has now been passed onto Virgin Games with *Silkworm* being the first to appear under new owners. Future coin-op conversions include Sega's *Shinobi*, Taito's three-screen *Ninja Warriors*, the 3-D Grand Prix racer *Continental Circus* (without 3-D) and a host of others. The next game due off the production line is the 64 version of the Tecmo coin-op *Gemini Wing*.

Like most ideas from the arcades, *Gemini Wing* is nothing more adventurous than a vertically scrolling shoot-'em-up. No, don't turn the page, this one's got some novel extras. As one or two pilots fly their future planes through seven surreal lands, totally weird mutant aliens exhibit their usual suicidal tendencies by trying to ram you into next Wednesday. Extra weapons (which can be stored for later use) are available by killing scorpions and other garden ghastlies.

We've seen and played the 64 version and Imagitec Design seem to have produced a solid, very playable shoot-'em-up. Not only does it accurately recreate the great two player action but the graphics follow the coin-op very faithfully. The detail in the ground below is particularly good and the end-level creatures (including the killer salmon (!)) come well up to scratch. *Gemini Wing* is planned for late August on both the 64 (£9.99, £14.99 disk) and Amiga (£19.99).





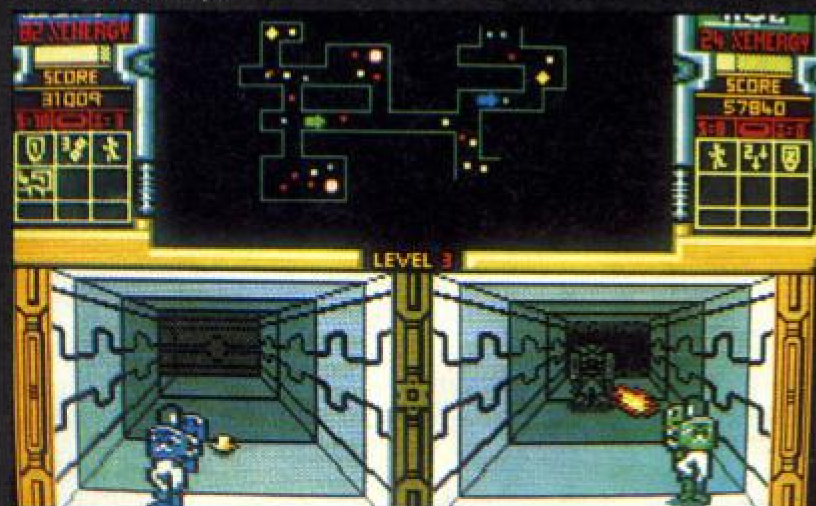
▲ Be a highway cop, arresting villains in Tengen's comical coin-op conversion, ***APB*** (Amiga)



▲ ***Quest For The Time Bird***, the latest interactive adventure from Infogrames (Amiga)



▲ If he's got no head then where are the noises coming from?! – ***Sleeping Gods Lie***, a huge 3-D adventure from Empire (Amiga)



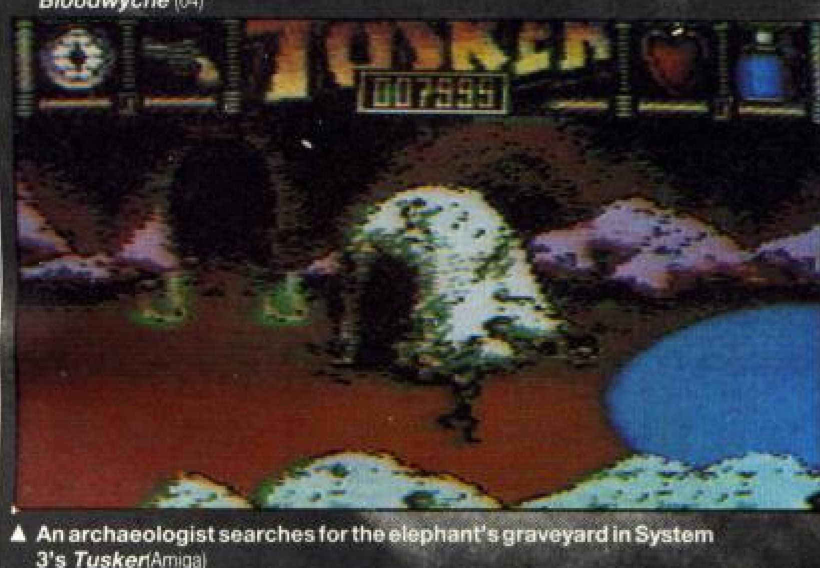
▲ You saw an Amiga screenshot last month, now here's the C64 version of ***Xybots***



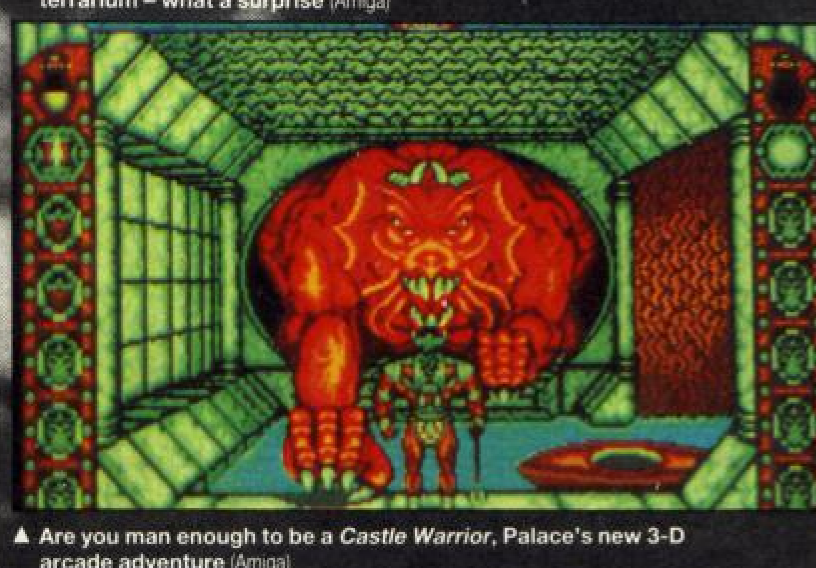
▲ Two-player ***Dungeon Master*** on the 64? Yes, it's Imageworks' ***Bloodwyche*** (64)



▲ Imageworks' latest 16-bit opus, ***Terrarium*** is actually set in a small terrarium – what a surprise (Amiga)



▲ An archaeologist searches for the elephant's graveyard in System 3's ***Tusker*** (Amiga)



▲ Are you man enough to be a ***Castle Warrior***, Palace's new 3-D arcade adventure (Amiga)



PLAYING COPS AND ROBBERS HAS NEVER BEEN THIS FUN BEFORE . . .
High speed chases, dangerous arrests and shoot-outs are brought to life with a touch of humour in Tengen's new APB. You become Officer Bob for 7 days in his action-packed pursuit of common lawbreakers and hardened criminals.
DONUT SHOP
HITCH-HIKERS: Pick up hitch-hikers for extra money.
SPEED SHOP: Select high-performance equipment.
Pursue and arrest daily quota of criminals.
GAS STATION: Stop on gas pad for extra fuel
TENGEN
The New Name in Coin-Op Conversions.


APB
TM
NO HIKING
DOMARK
TENGEN IS COOL!
I HATE GRAFFITI
stein
TENGEN
POLICE
APB
SKREEECH!
DONUT SHOP:
Drive through for extra time.
POLICE STATION:
Return to the station at the end of the day.



FUN FROM DOWN UNDER
THAT WILL HAVE YOU STANDING
ON YOUR HEAD
TAITO
THE NEWZEALAND STORY
C+VG HIT!
THE NEWZEALAND STORY
SPECTRUM
8.99
CBM/AMSTRAD
9.99
ATARI ST
19.99
AMIGA
24.99
TAITO'S ARCADE HIT POUNCES ONTO YOUR MICRO SCREEN WITH A BURST OF ZANY ACTION.
Wally Walrus has captured his tea – 20 of Joey Kiwi's friends from the New Zealand zoo, and if Joey doesn't rescue them all by tea-time they'll be stuffed, served and swallowed at Wally's table. Joey has to search Wally's domain which is just how you would expect it to be – FAT with danger!
Armed only with a bow and arrow, Joey can accumulate more weapons along the way. Beware of the malicious rabbits, boomerang throwers, deadly frogs, blood-sucking bats and many, many more villainous creatures.
ocean
Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650